YOU HEARD THERE WAS SOME SORT OF DISTURBANCE AT STARRY LAKE, BUT YOU COULDN'T IMAGINE WHY THE GUILD CHOSE TO SEND YOU. LAKES AREN'T EXACTLY YOUR THING.

YOU GOTTA ADMIT, THOUGH, SOMETHING SURE SEEMS OFF.

FOR ONE THING, SHOULDN'T IT BE **SPRING** RIGHT NOW?

...AND OKAY, **THAT** PROBABLY SHOULDN'T BE THERE EITHER...

ROVa
Level 1 fighter

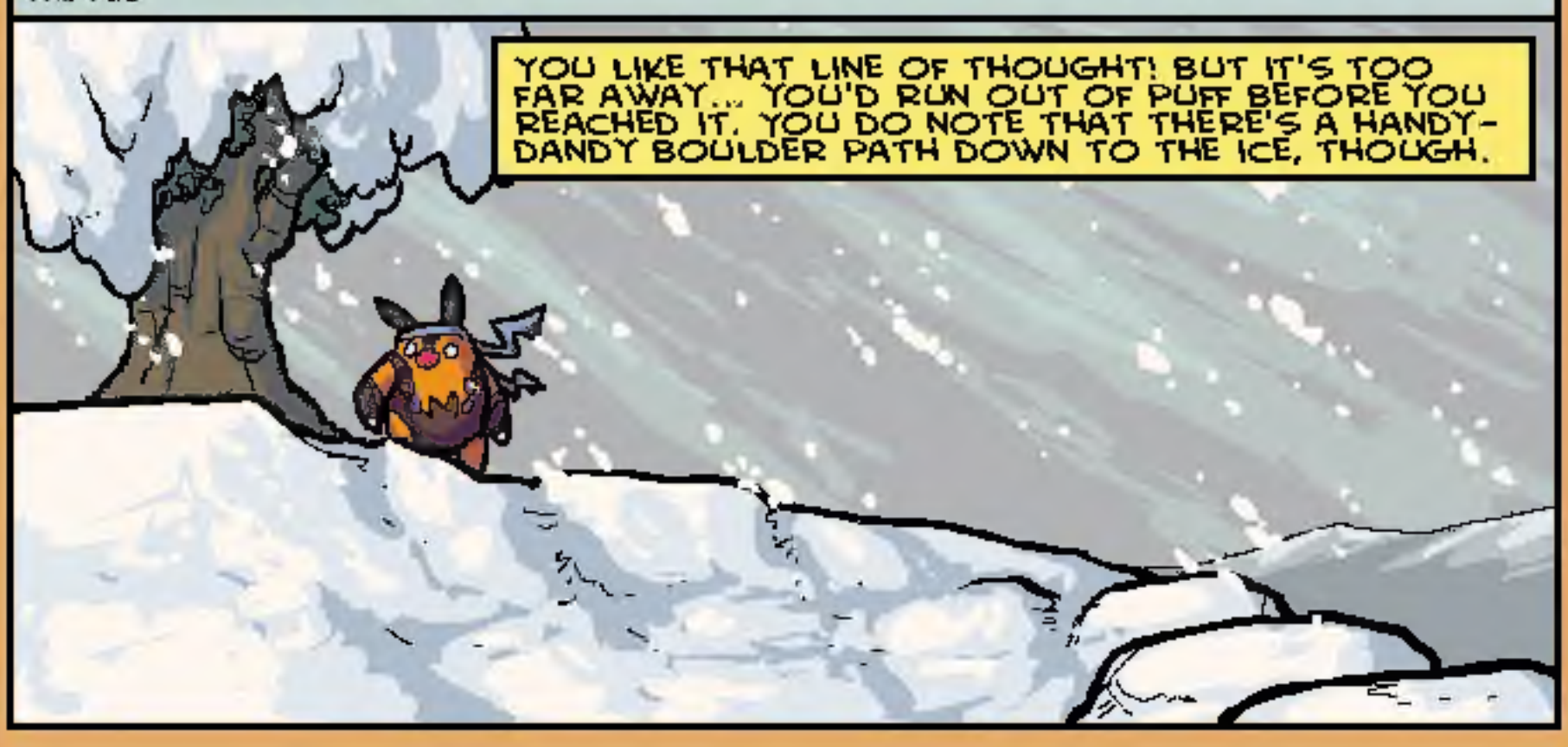
s.move: BULLRUSH

>>Fill inventory with snowballs, just in case.

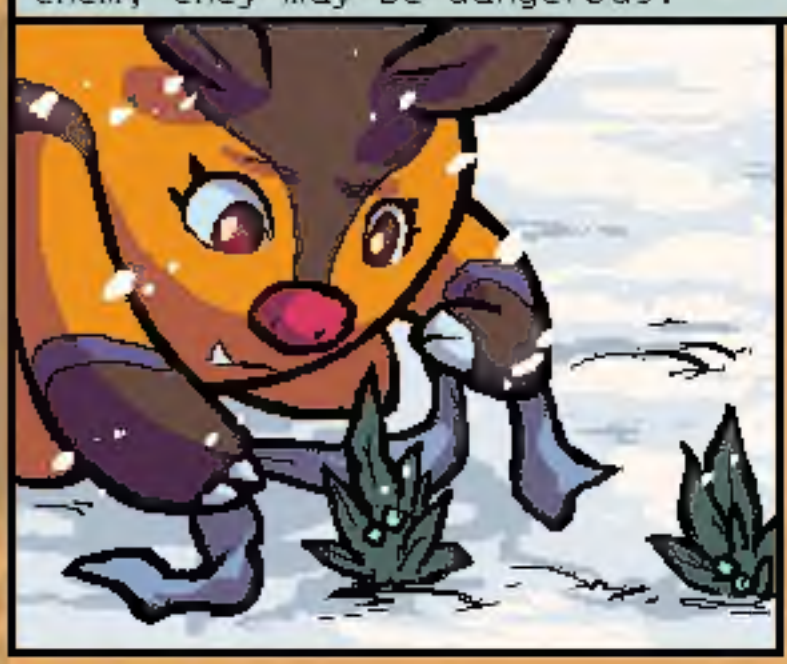
CRAPPY SNOWBALL was added to Inventory.

>whatever you do do not headbutt that tree!

>bullrush the ice crystal and see if there's something useful trapped inside



>examine STRANGE GLOWY PLANTS. use BLUE SASH to avoid actually touching them; they may be dangerous.



ROVA
Level 1 fighter

s.move: BULLRUSH

>Have a nice, friendly discussion with the cryogonal.

>Lick the one of the cryogonals closer to me.

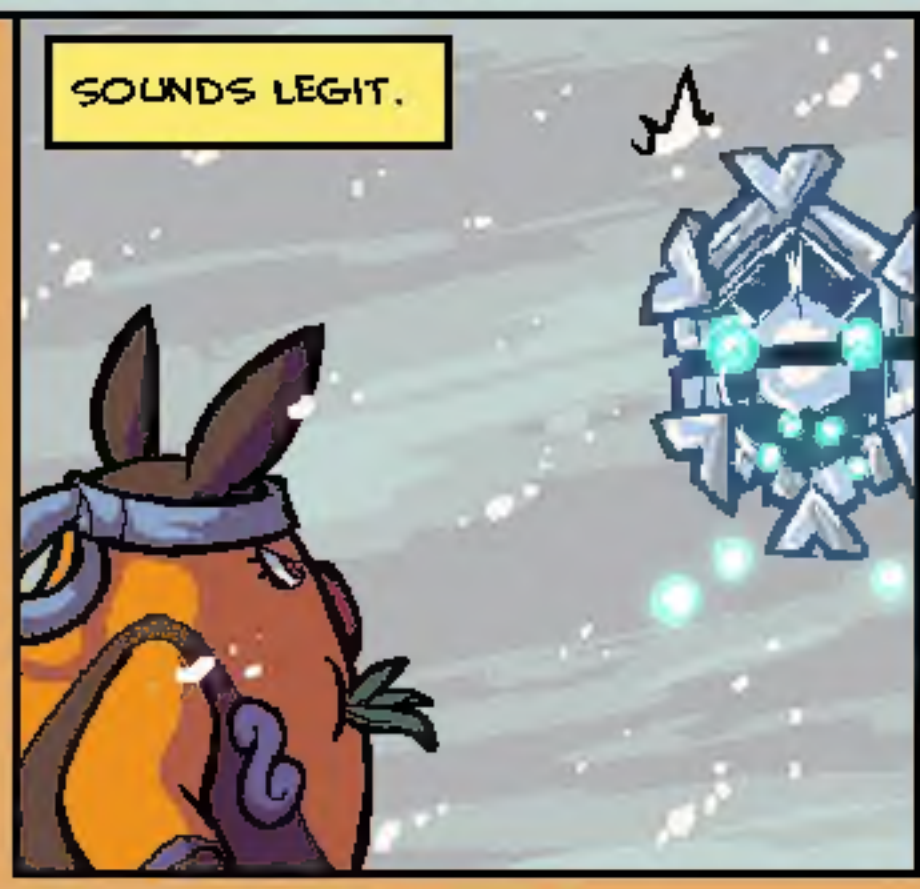
>Review your surroundings! Review your surroundings quickly!

>Throw the STRANGE GLOWY PLANTS at the first pokemon you see.

ROVA
level 1 fighter

s.move: BULLRUSH

>eat the weird plants. maybe you'll get powers or something!

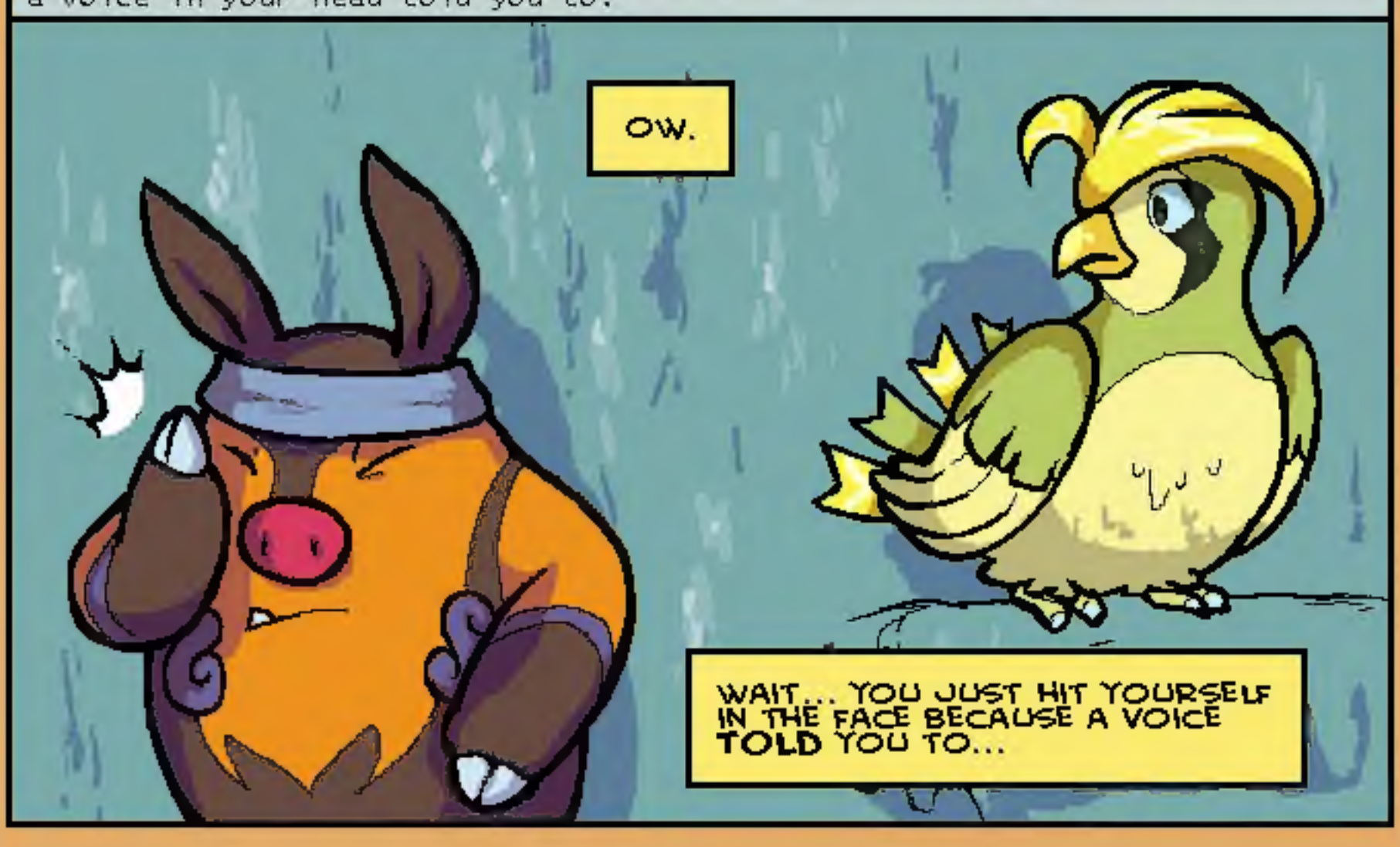


ROVa
Level 1 fighter

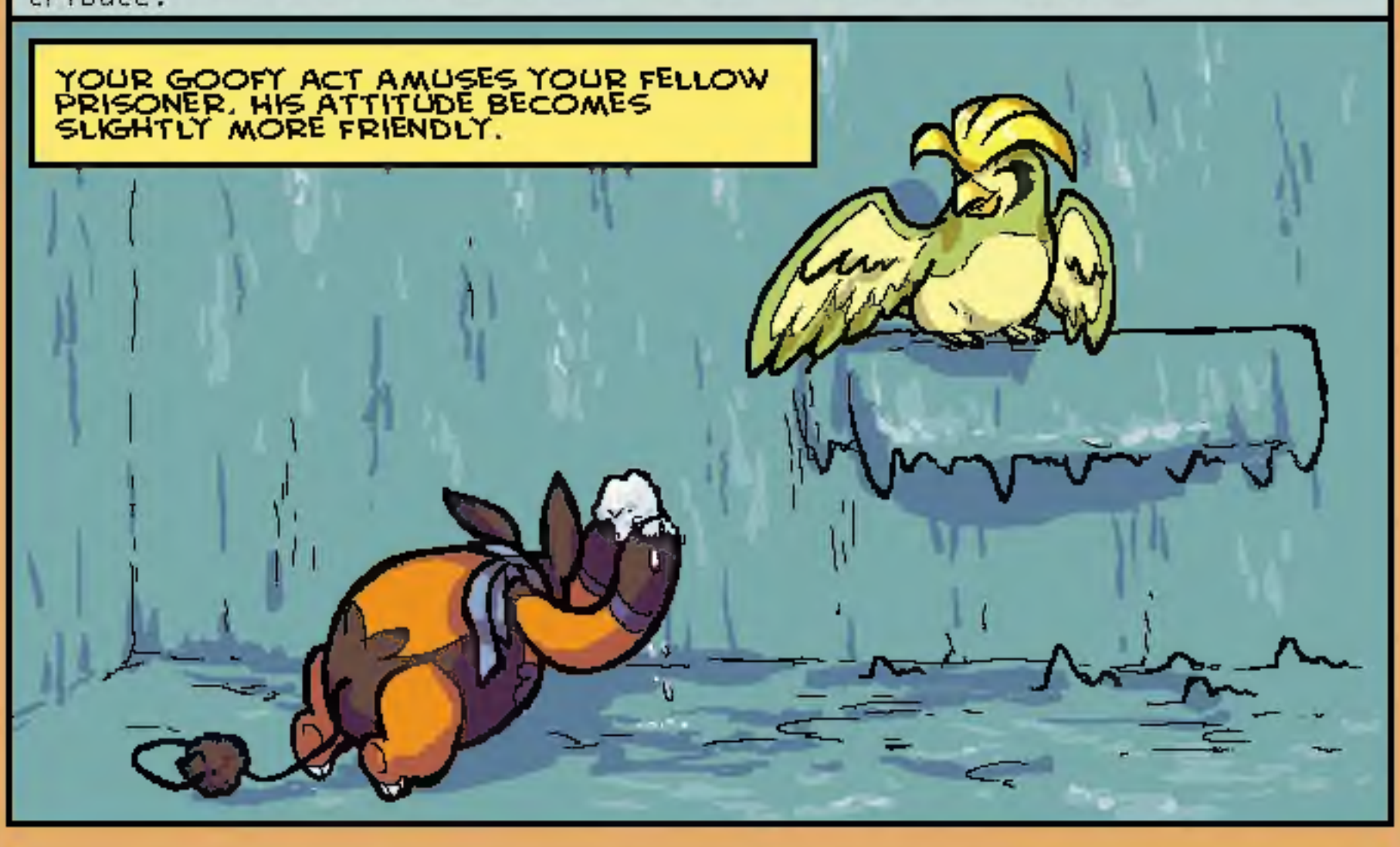
s.move: BULLRUSH

öw...
YOU HAVEN'T SEEN THIS PLACE BEFORE.
SOMEONE ELSE IS HERE.
HE DOESN'T LOOK VERY IMPRESSED.
THIS IS A BIT WORRYING...
ROVa
Level 1 fighter
s.move: BULLRUSH

>Hit yourself in the face for eating a strange plant you just found because a voice in your head told you to.



>Prostrate yourself before the Bird Jesus, offer him a melty snowball as tribute.

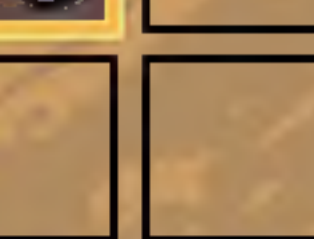


>Introduce yourself to the Pidgeotto. Figure out his/her name and where you are. Also, eat the snowball before it melts.

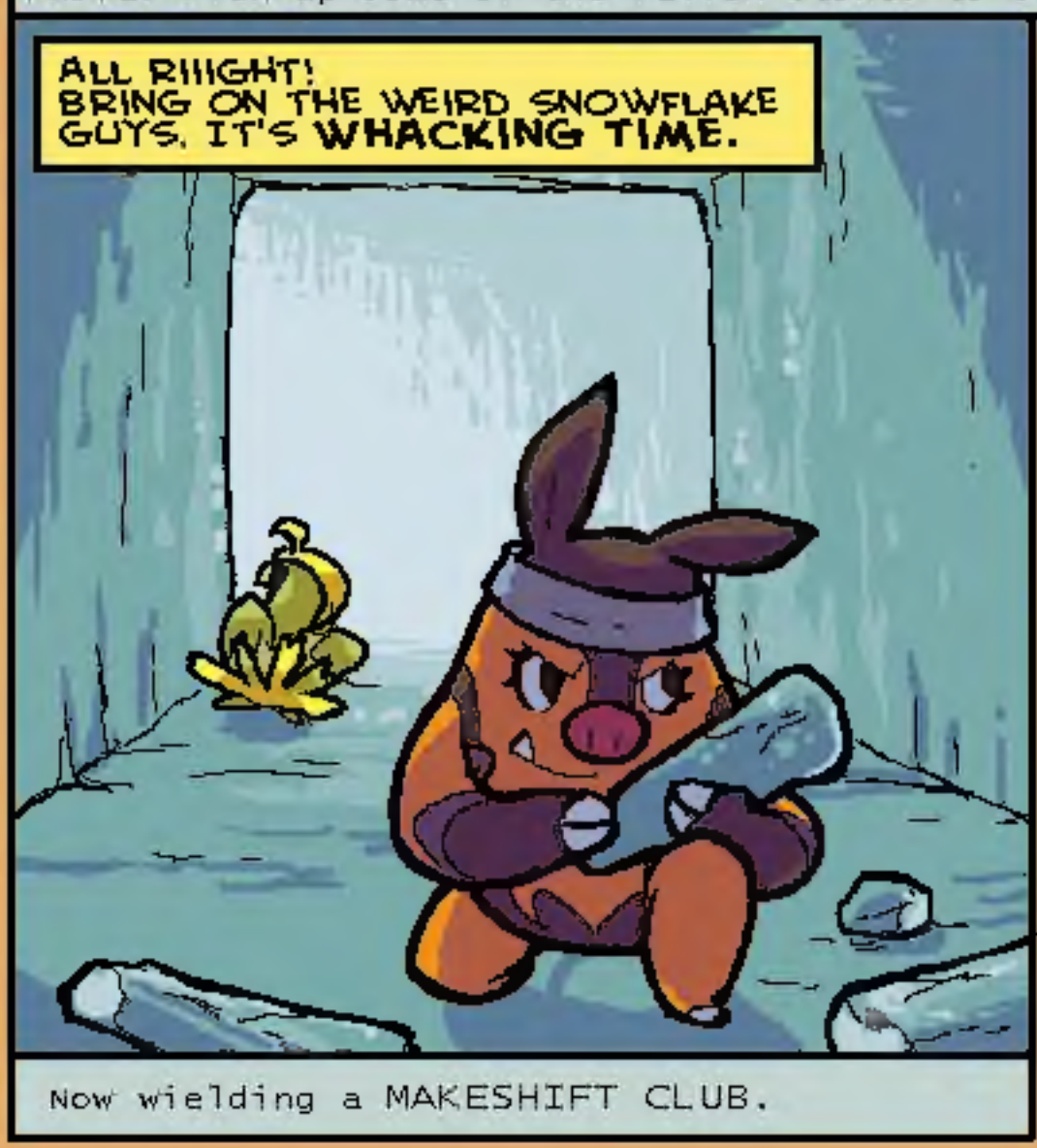
>Bullrush everything. This always works.

ROVA
Level 1 fighter

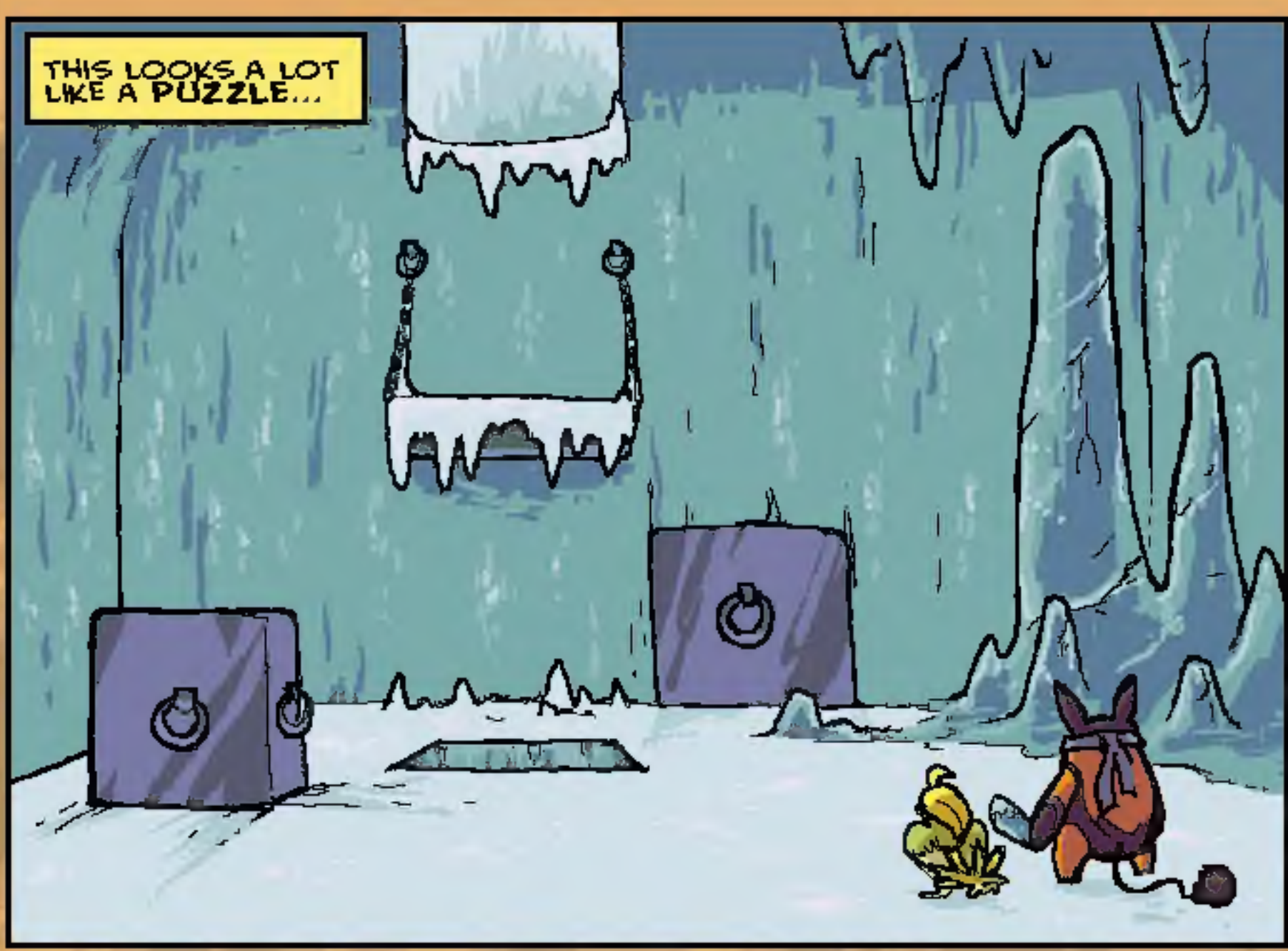
s.move: BULLRUSH



>Sandy: Use your sneaking and make sure nothing is around the corner
>Rova: Pick up some of the fallen stones to swing around as a weapon

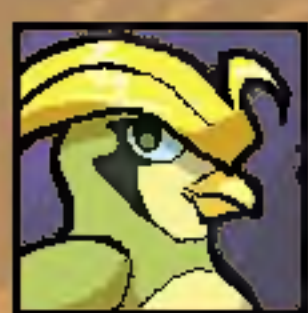


Now wielding a MAKESHIFT CLUB.



ROVa
Level 1 fighter

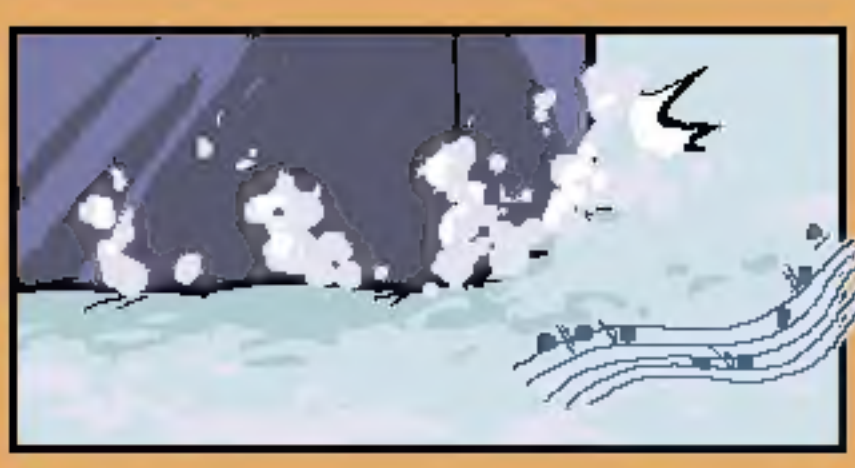
s.move: BULLRUSH



>Ignore the puzzle and follow the hallway to its other end. There probably isn't a second puzzle.

>Sandy: Get a bird's eye view of the situation.

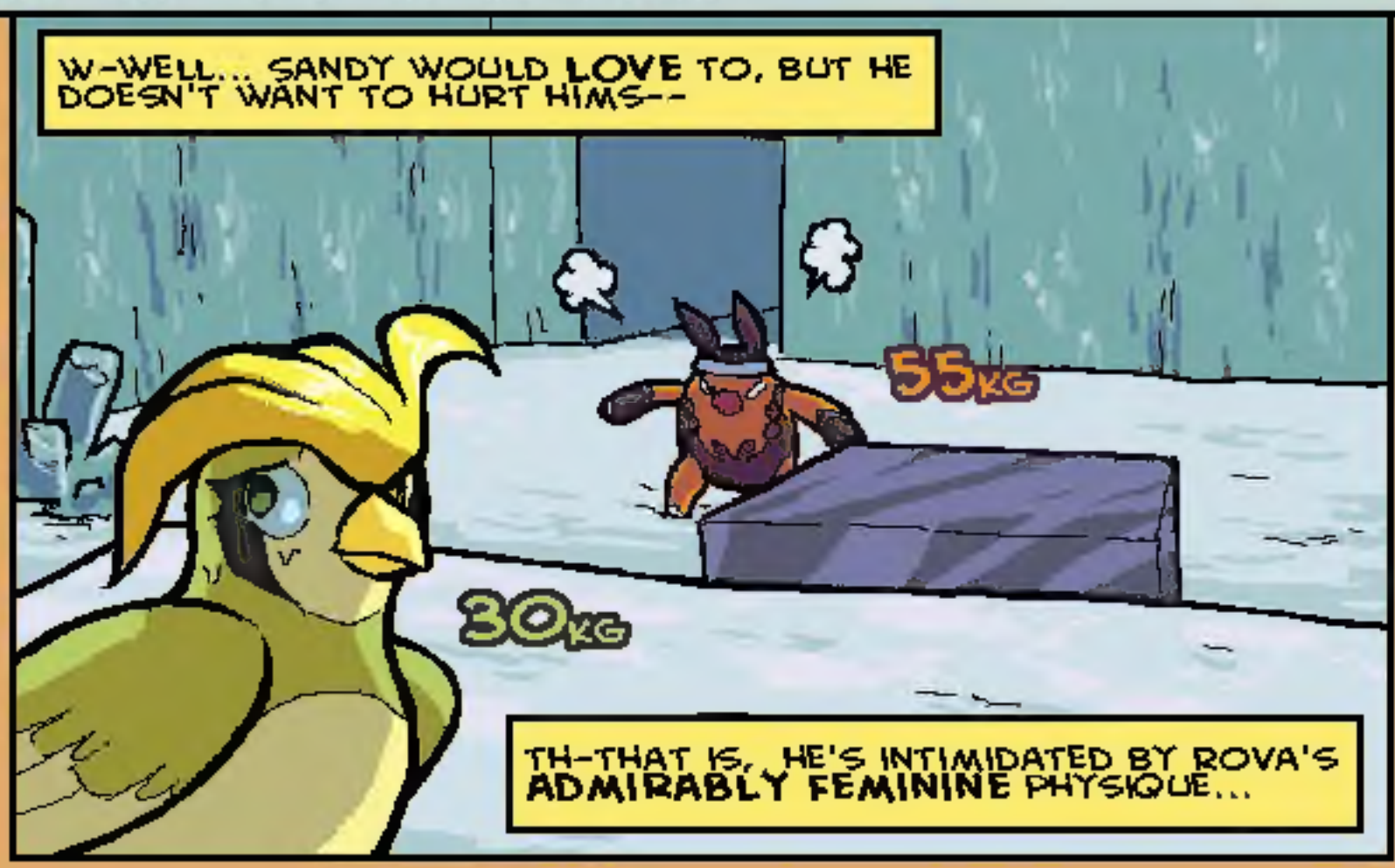
>Rova: Move the block towards your left so that it falls into the suspiciously tube-shaped hole.



ROVA
Level 1 fighter

s.move: BULLRUSH

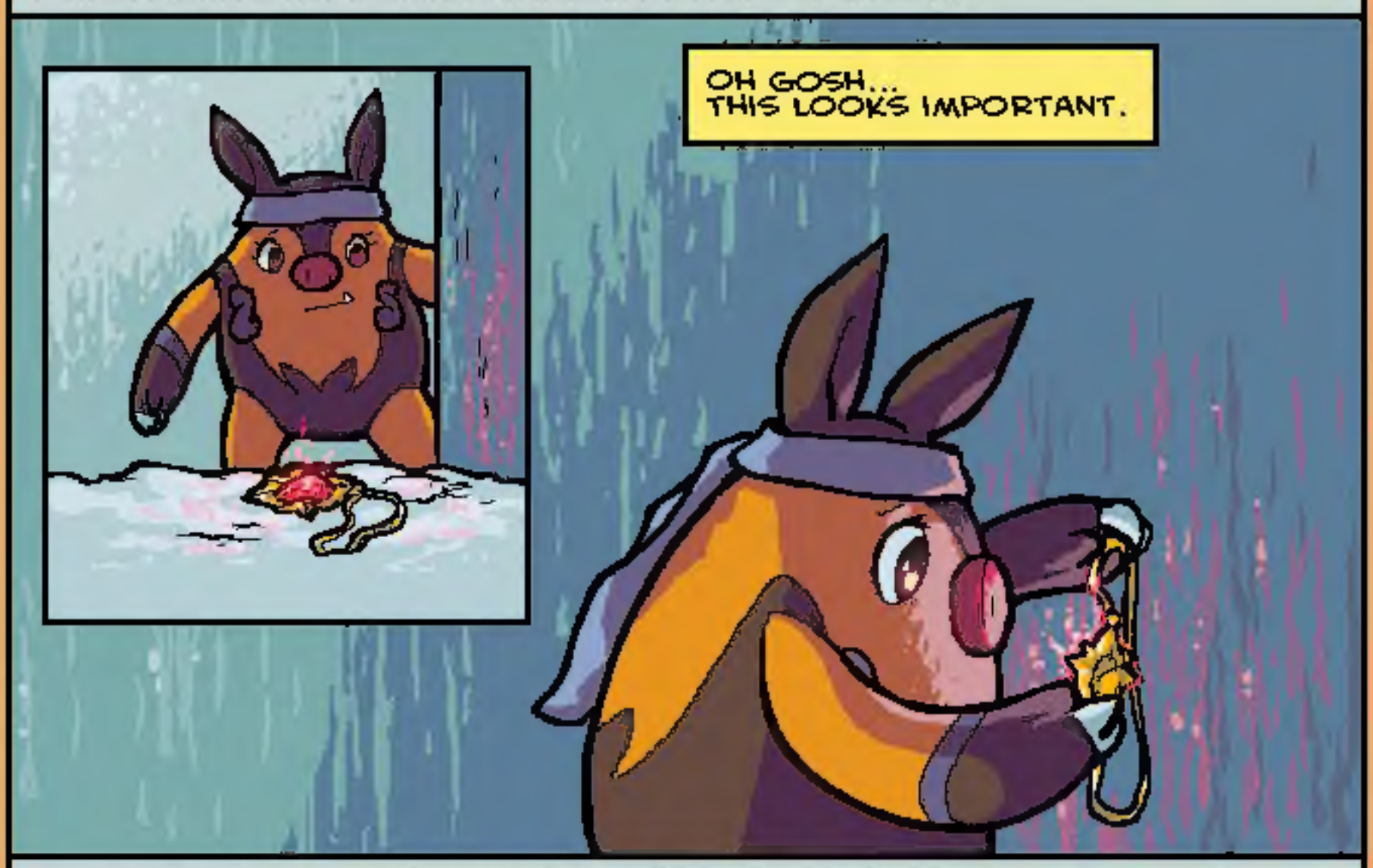
>Sandy: Help Rova up onto the platform



>Sandy: Fly ahead to see what's there

>Try pulling the second block out of the wall and lining it up so that the two blocks act as steps

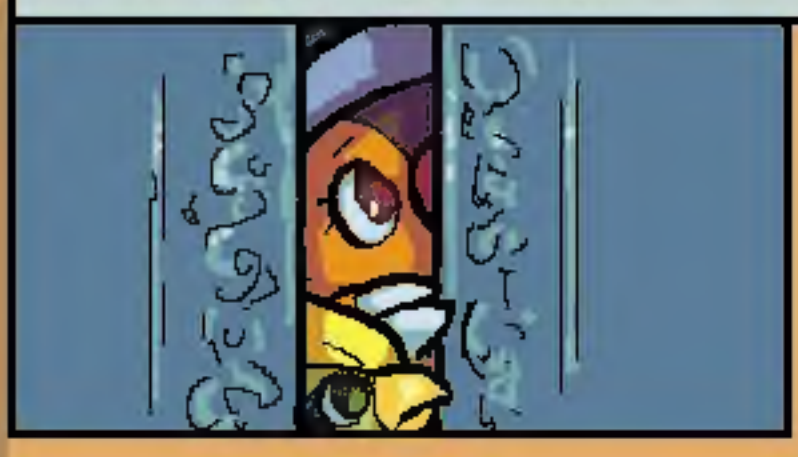
>Inspect the pink sparkle where the second block was.

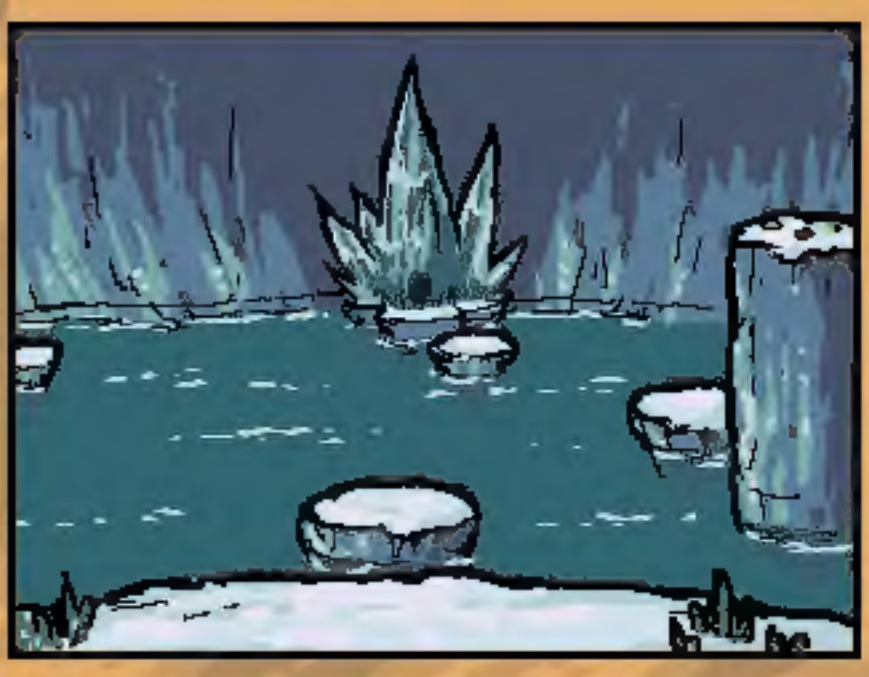


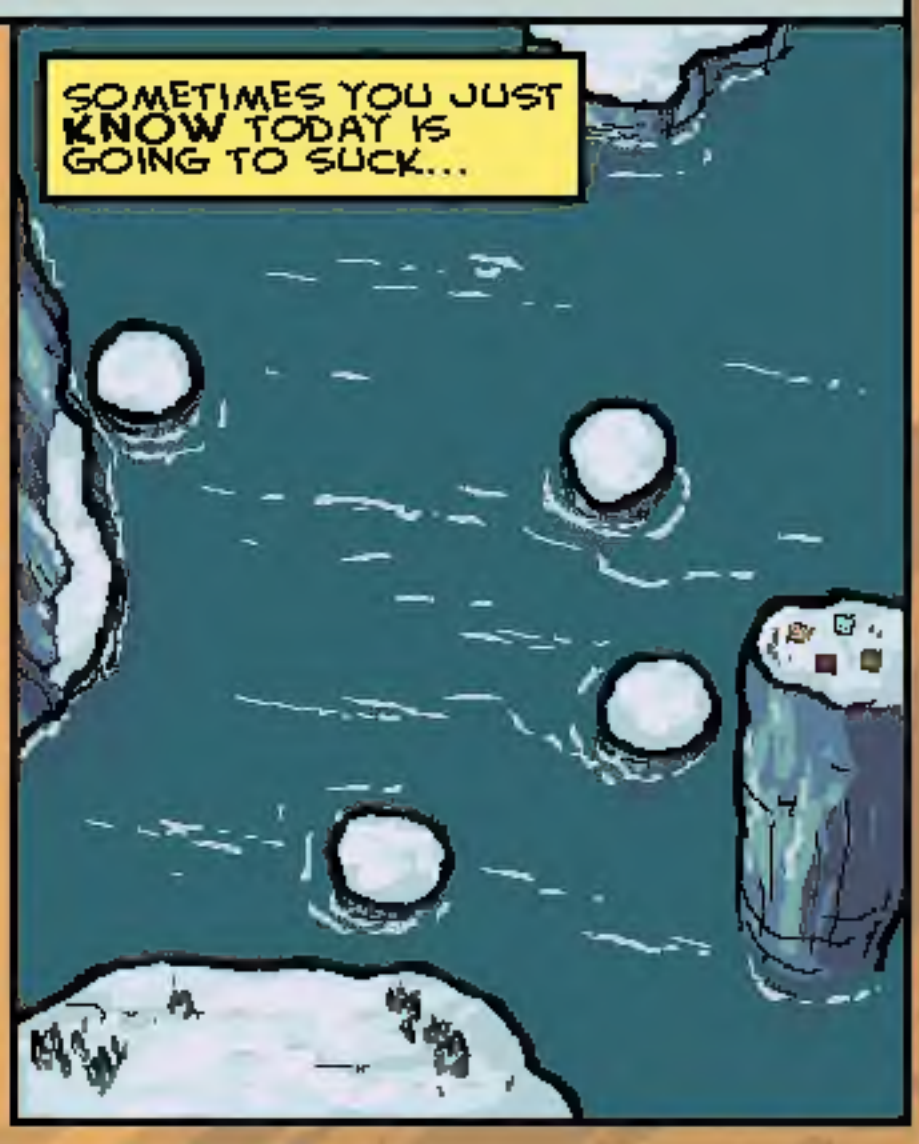
Congratulations! Acquired Artifact "HEART OF FIRE"

>Thank sandy sarcastically for all his help

>Look through the ominous door



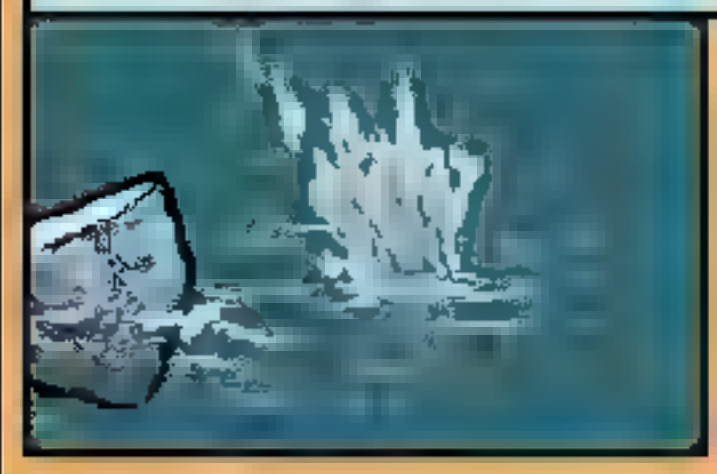




ROVa
Level 1 fighter

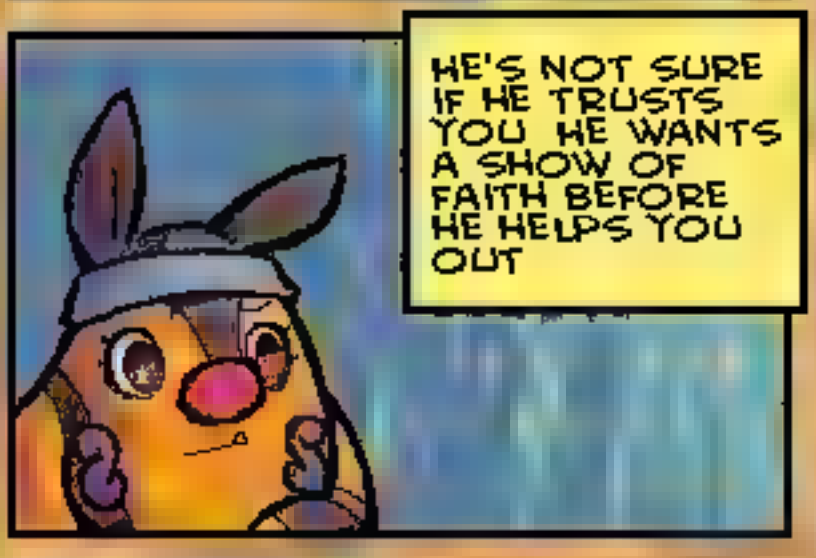
s.move: BULLRUSH

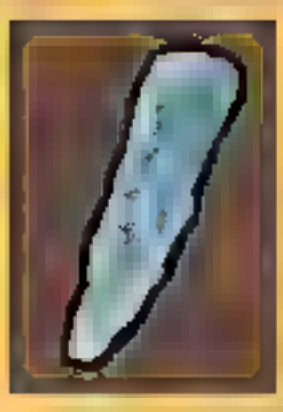
>Gain it with Bullrush. You know you can make it. xD



>wear the heart of fire

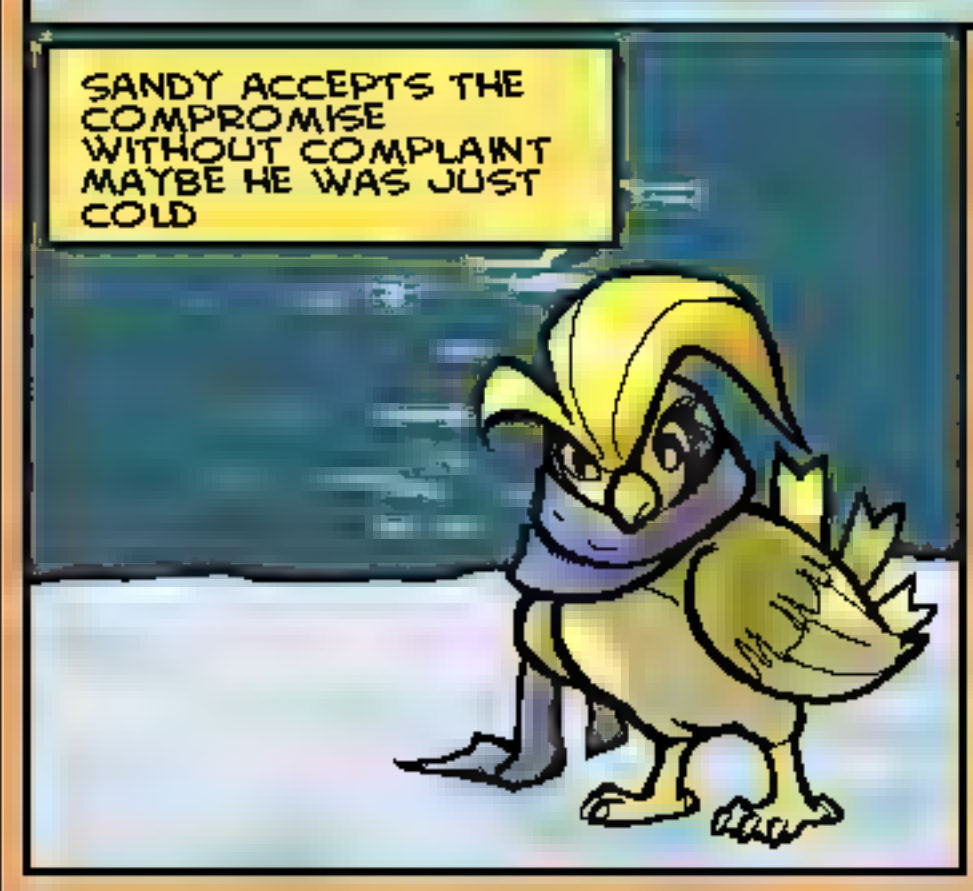
>Sandy, flip and try pushing some of the colored buttons to see what the do





Rova
Level 1 fighter
s.move: Bullrush

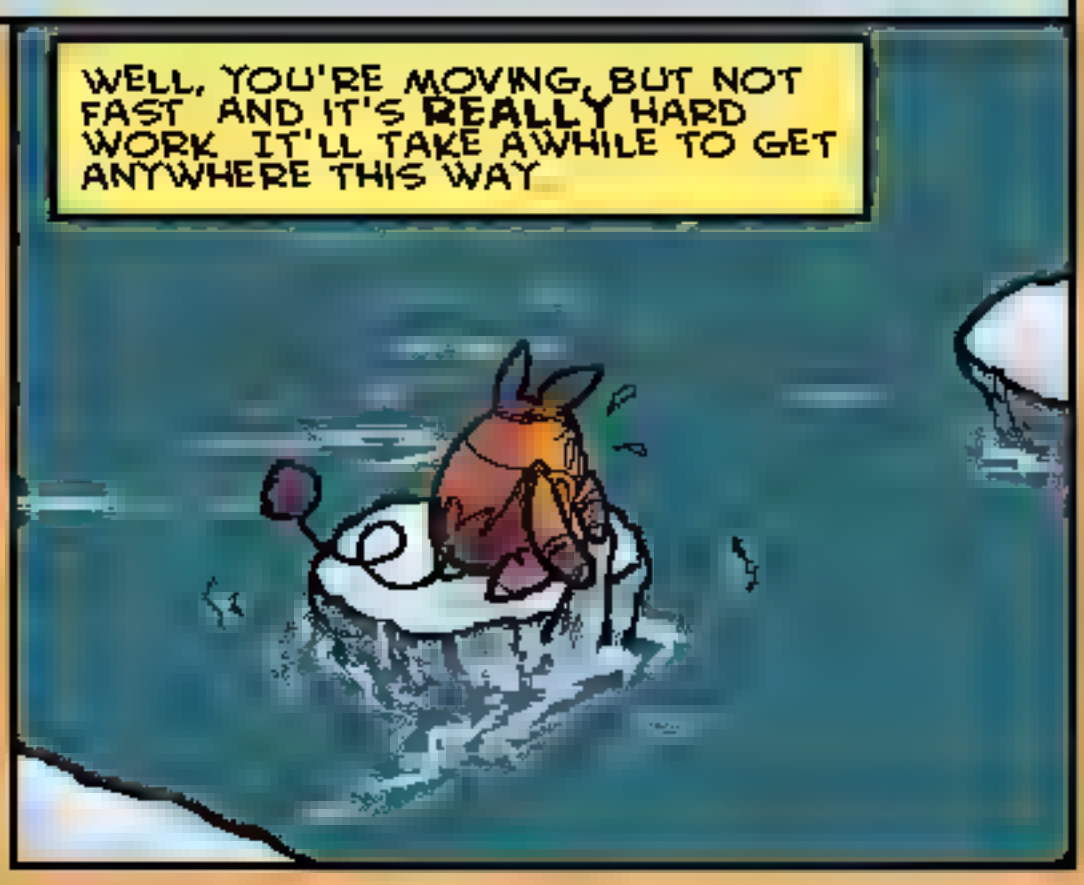
>offer him the scarf instead



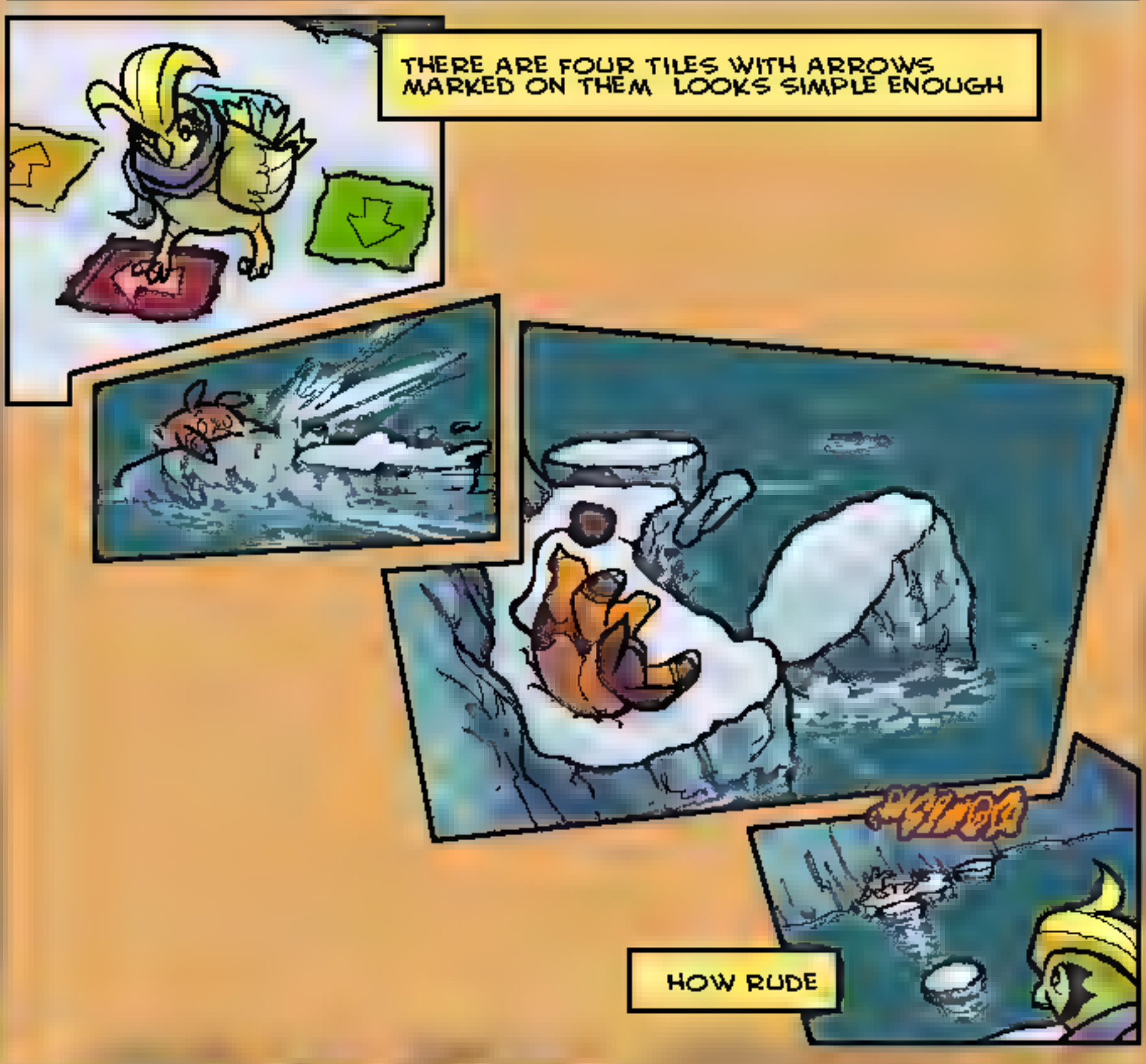
>call Azelf so he can turn the lake to crystal

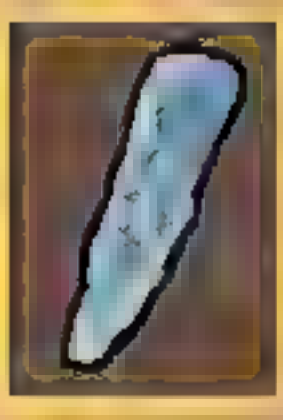
>Rova: check the stability of the floating ice berg. Can it be stood on or moved around?

>Rova: hop on one of the floating ice blocks and use the club to paddle to the far side



>Sandy: step on the colored blocks. It has to be a puzzle

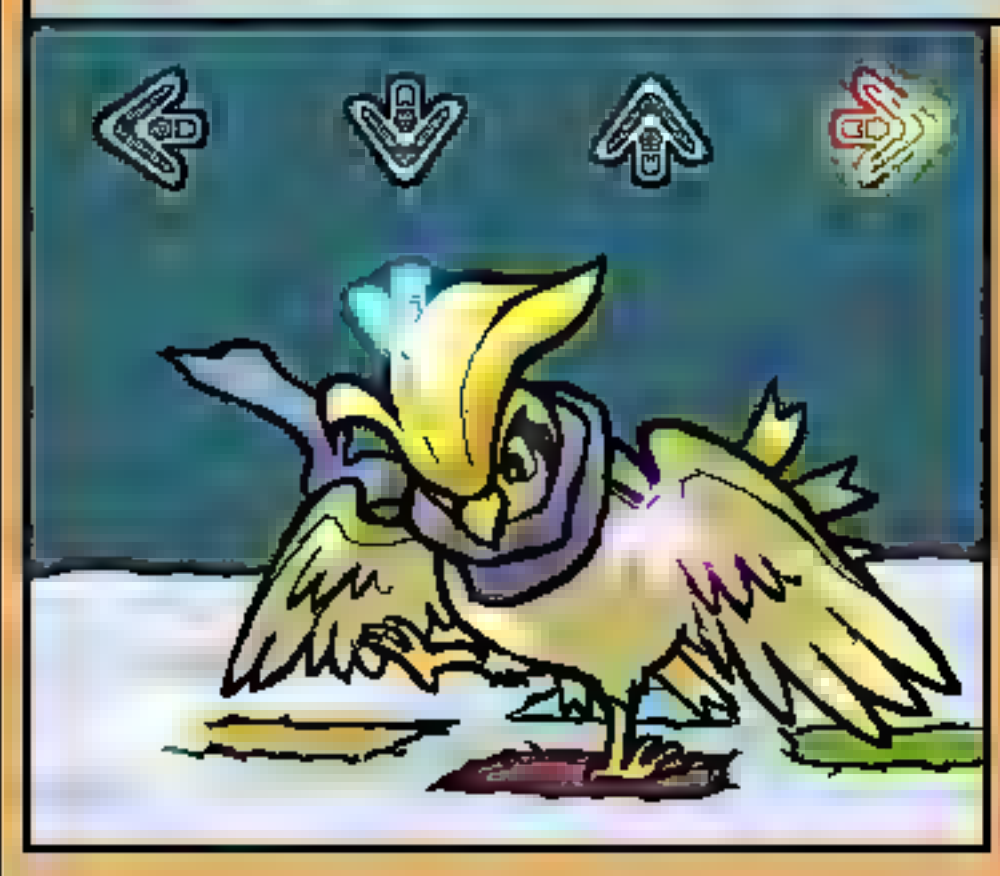




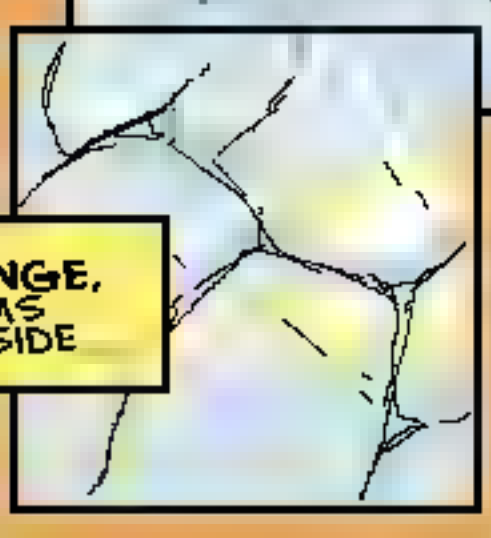
Rova
Level 1 fighter
s.move: bullrush

>Rova: Check for hidden items

>Sandy: Play DDR

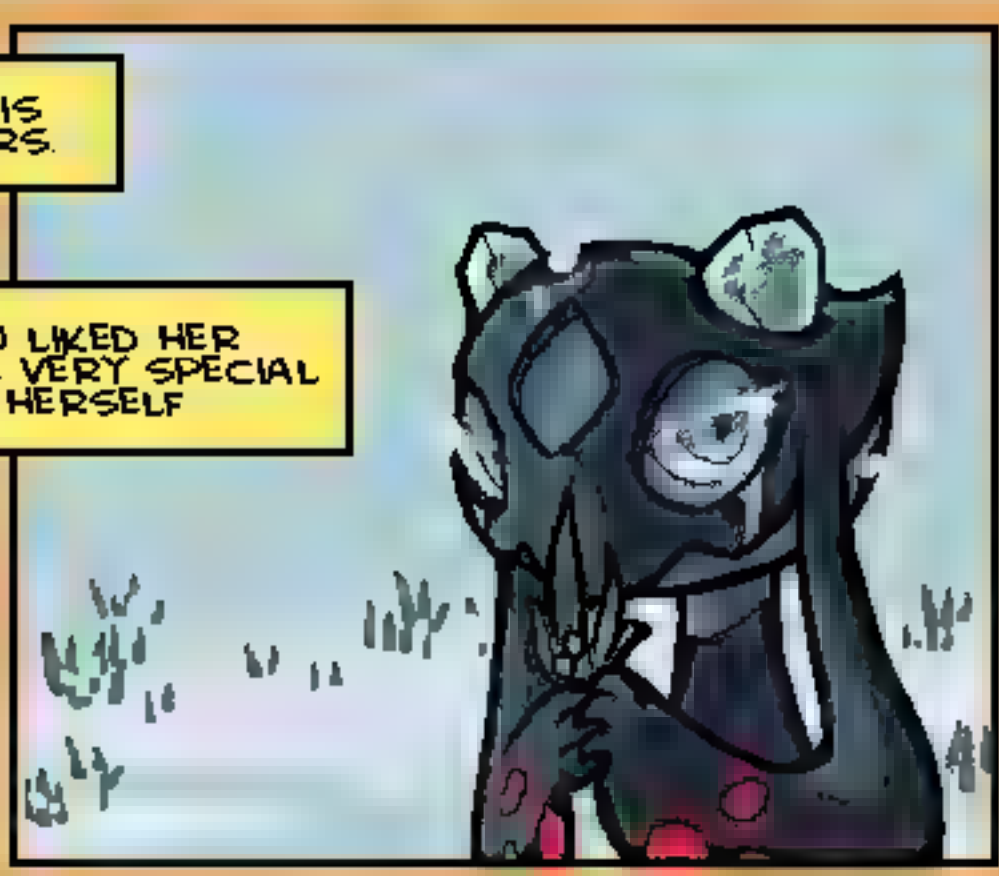


>Rova: Get on the iceberg again and dig the makeshift club into the ground so you can hold onto it while Sandy moves the blocks around

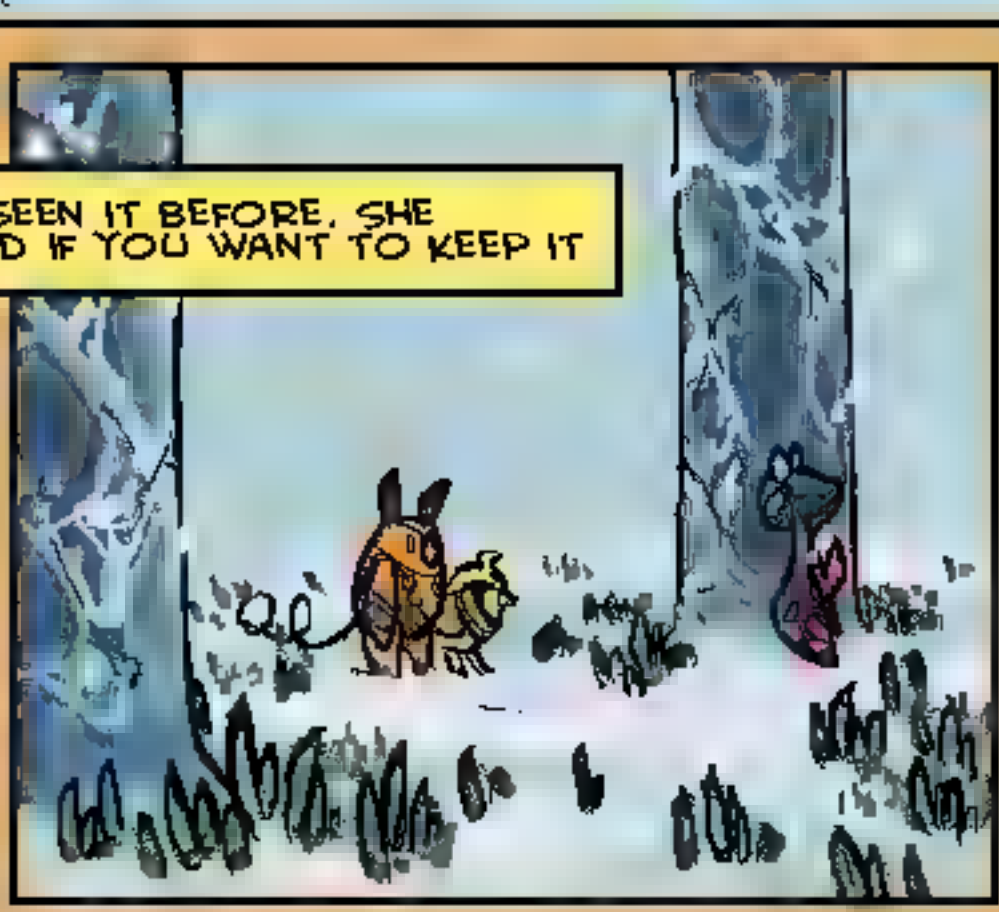


Rova
Level 1 fighter
s.move: BULLRUSH

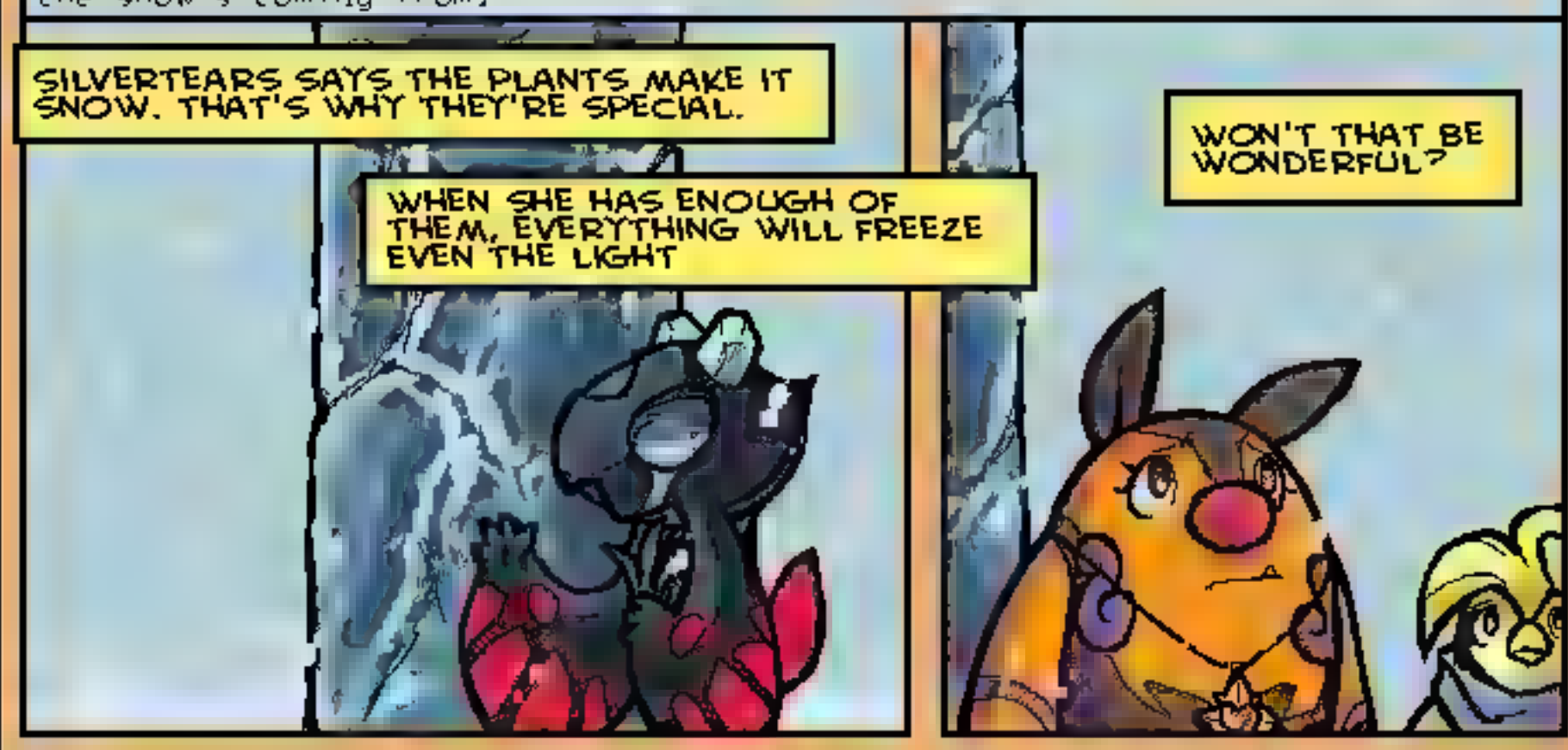
>Rova: Talk to the cloaked Froslass. Politely.
>Sandy: Also talk to the cloaked Froslass. Politely.



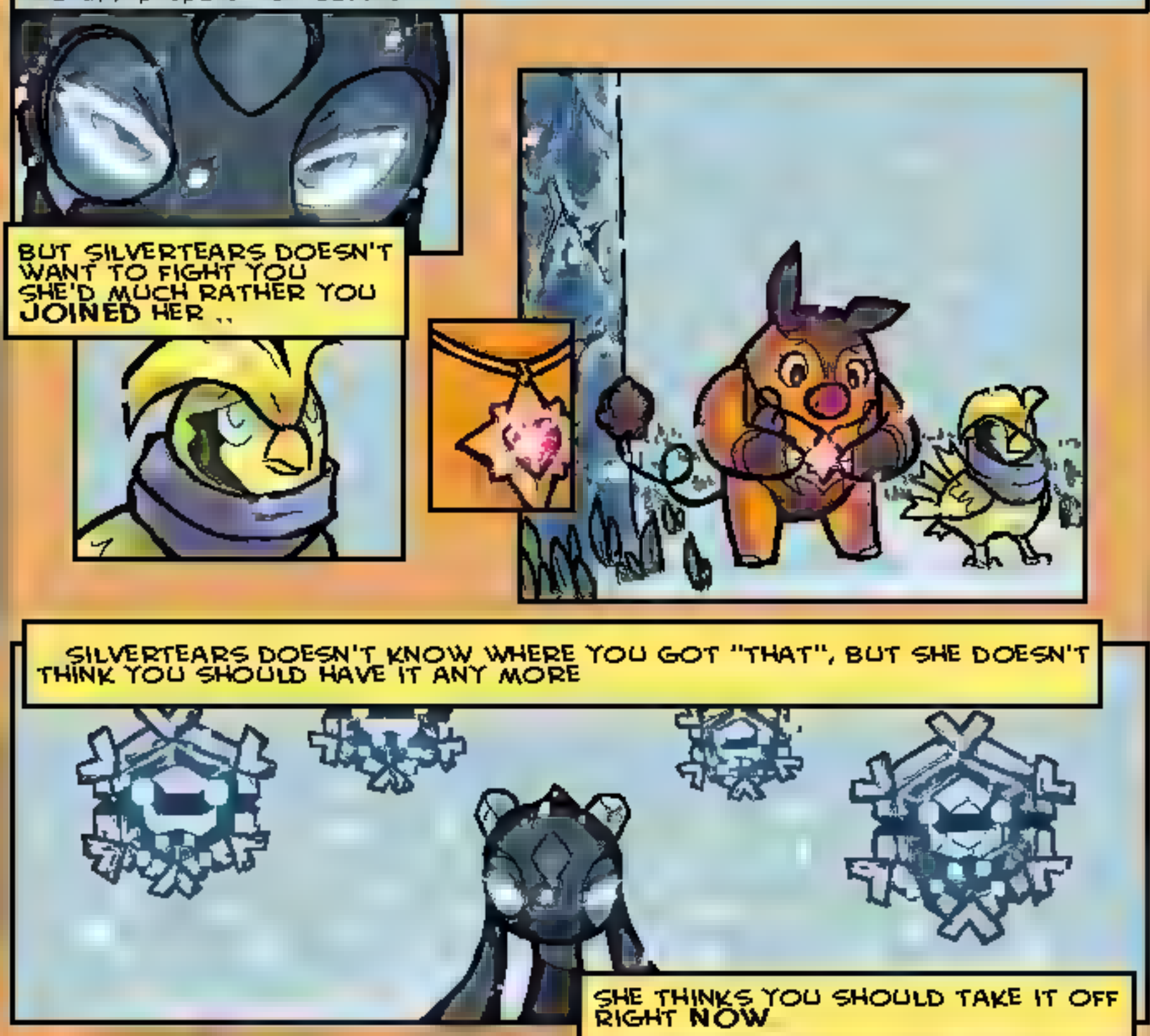
>Rova: Ask the Froslass if the penny belongs to her. Let's start out friendly at least.



>Sandy: Get a bird's-eye view on the place and see if you can tell where the snow's coming from.

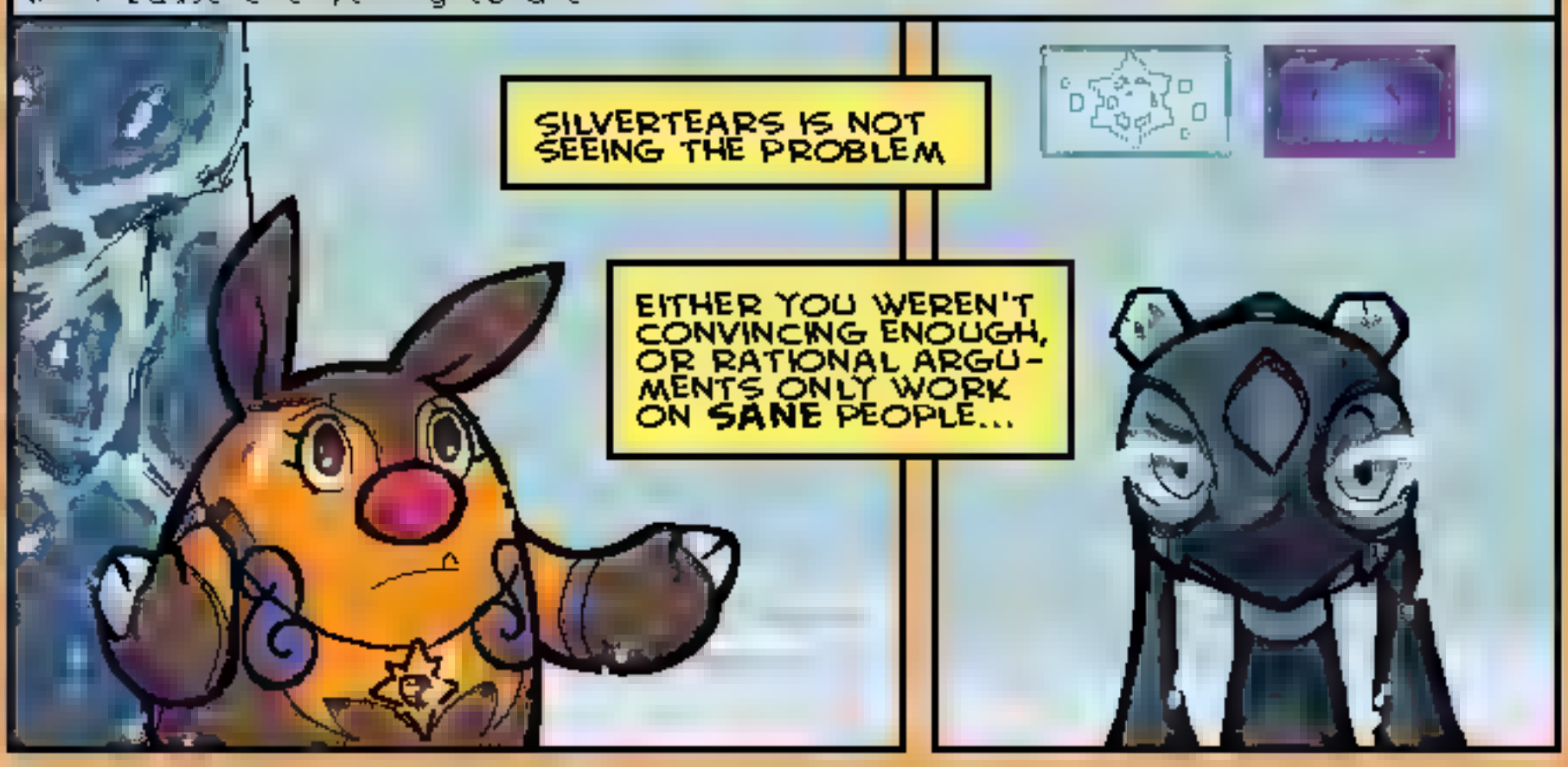


>Rova: prepare for battle.
>Sandy: prepare for battle.

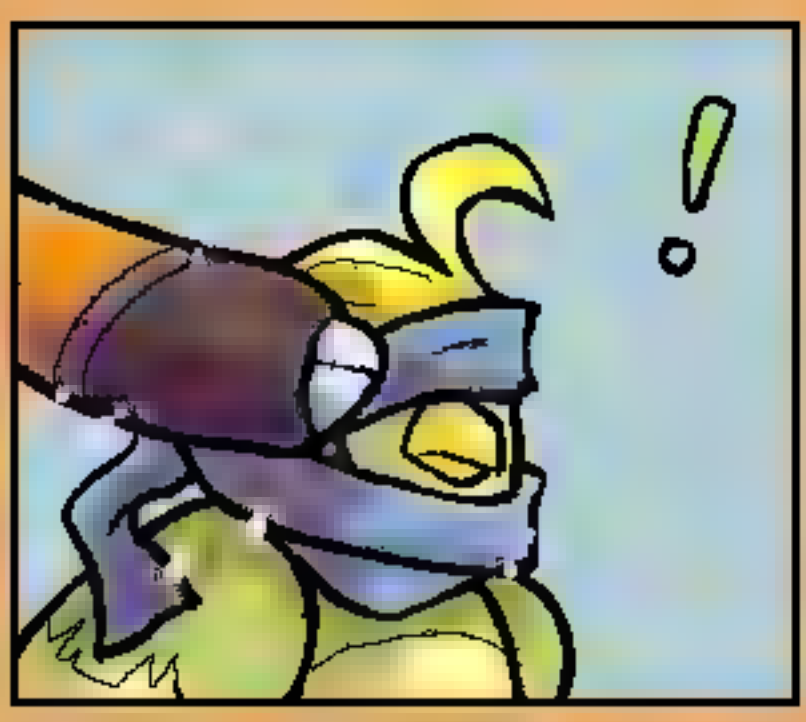


Rova
Level 1 fighter
S.move: BULLRUSH

>Make a rational argument about how an ecosystem that's entirely frozen will cause everything to die



>Wrap the BLUE SASH over Sandy's eyes and get ready for battle.



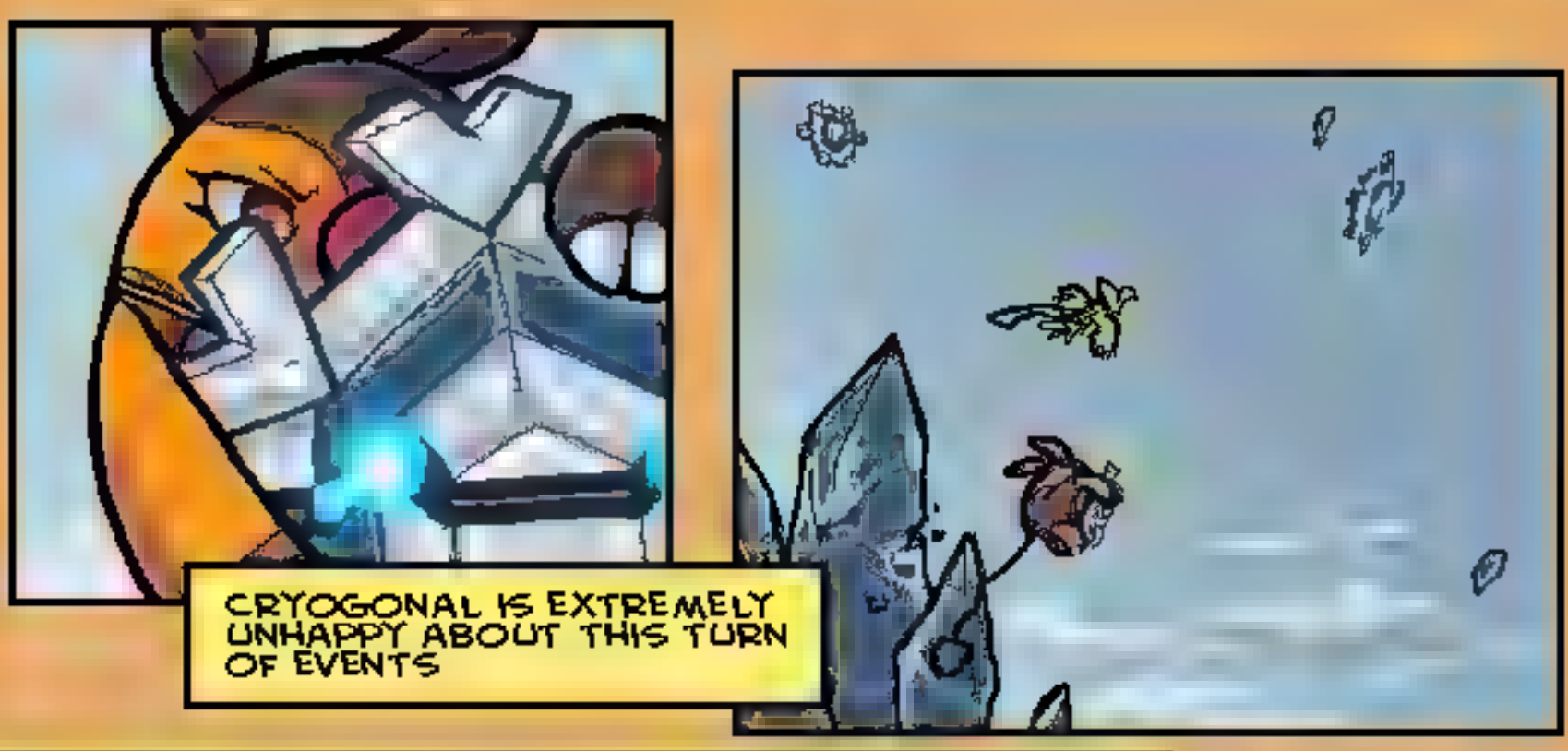
>In case of bird brainfreeze, firmly apply bullrush to cracked pillars

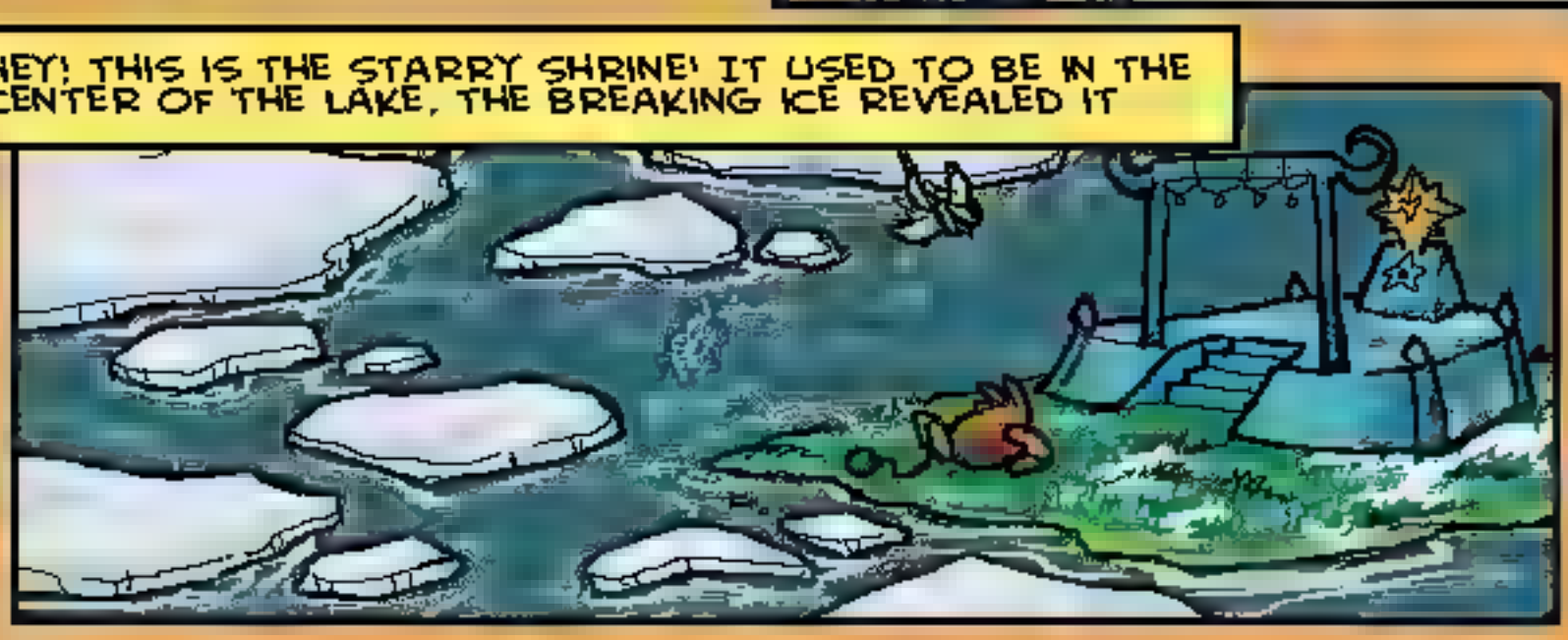
Rova
Level 1 fighter
s.move: BULLRUSH

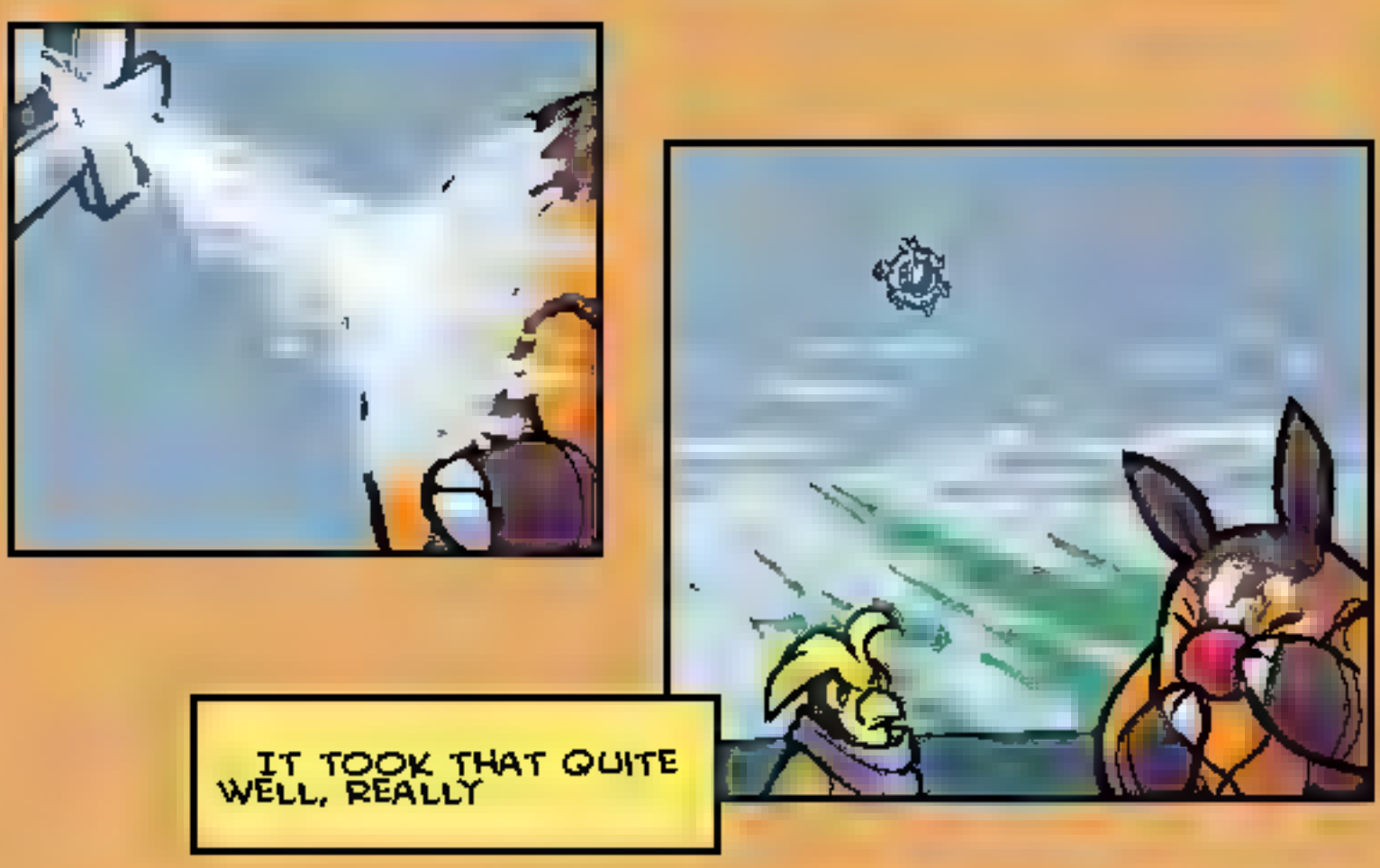
>Rova: use the lucky penny's shininess to reflect the sunlight into silvertear's eyes

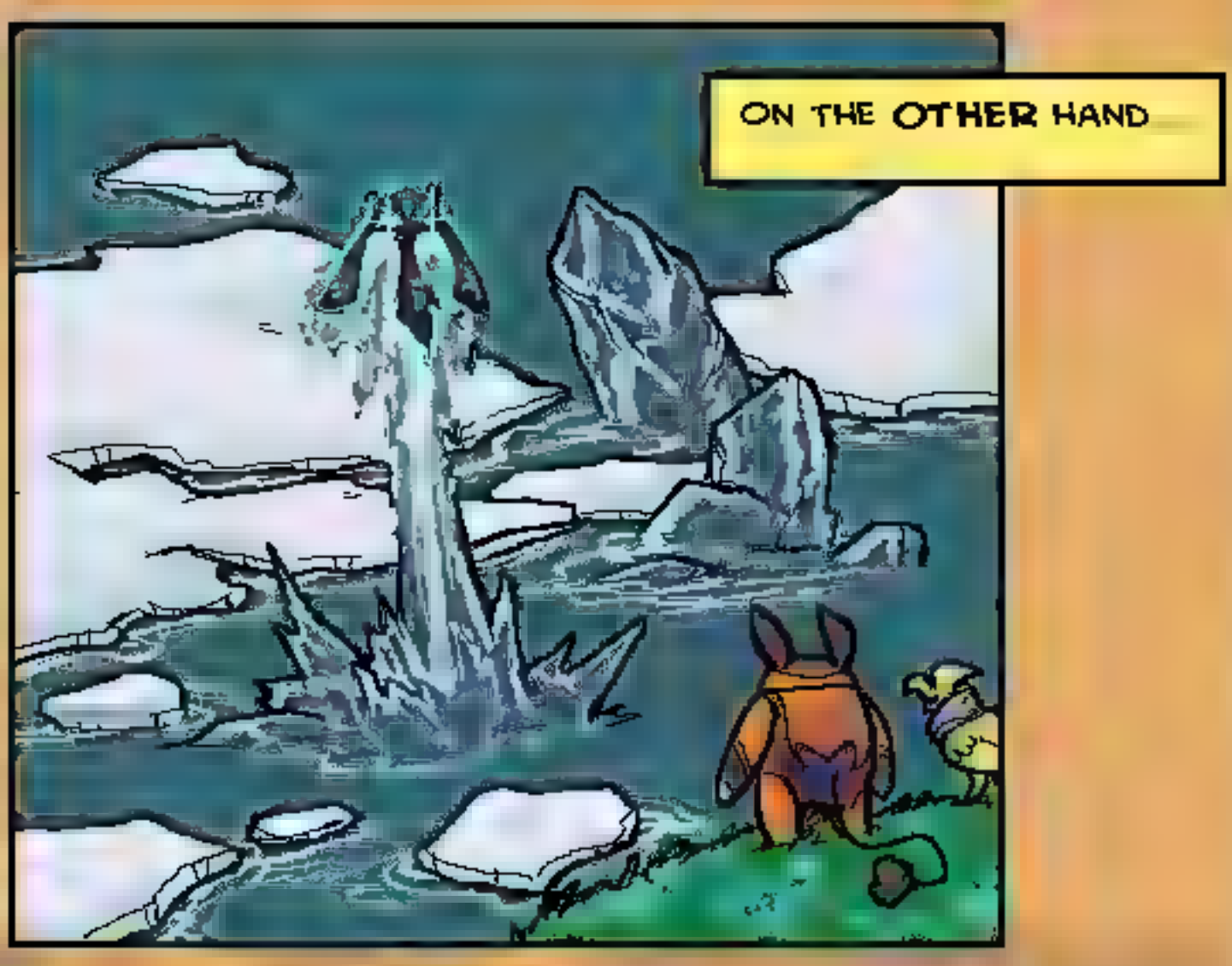
>Sandy: fly through the hole in the roof and warm your feathers

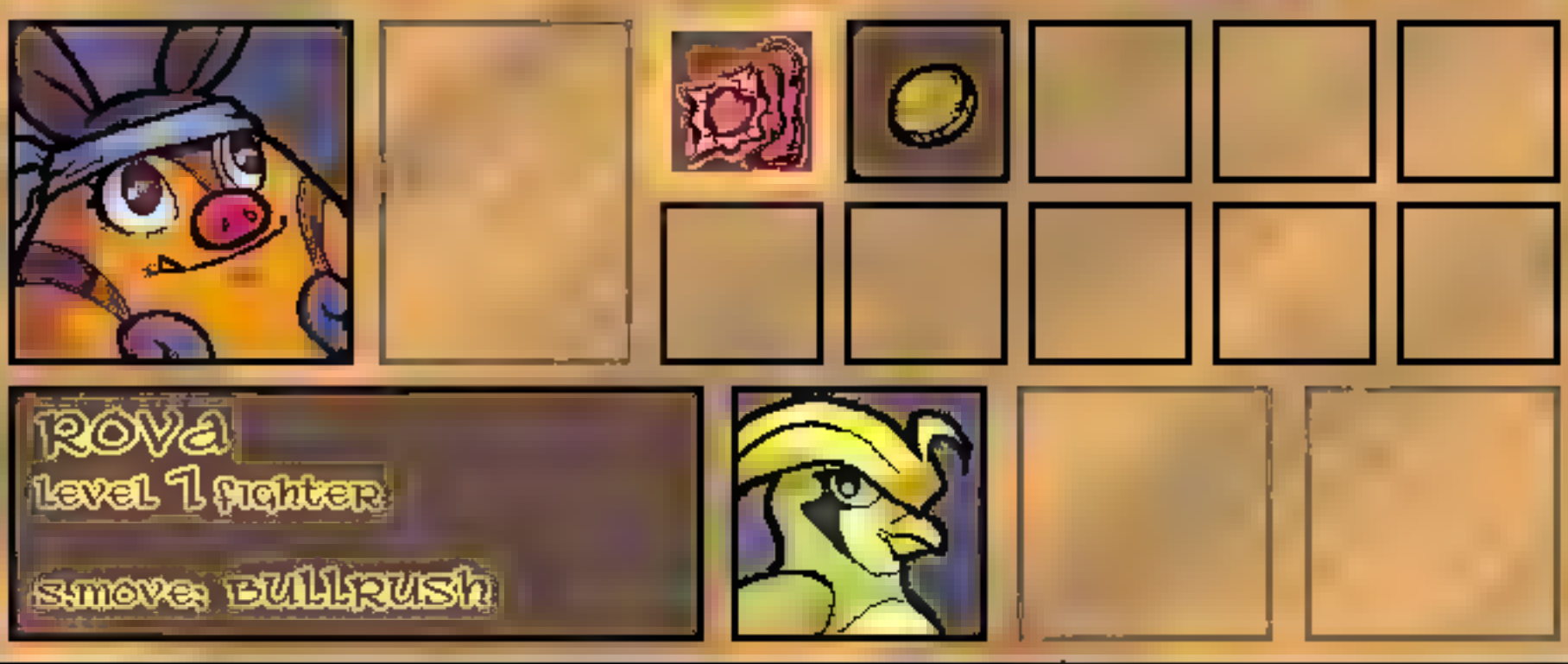
>Rova: grab hold of a cryogonal and ride it the hell out of there





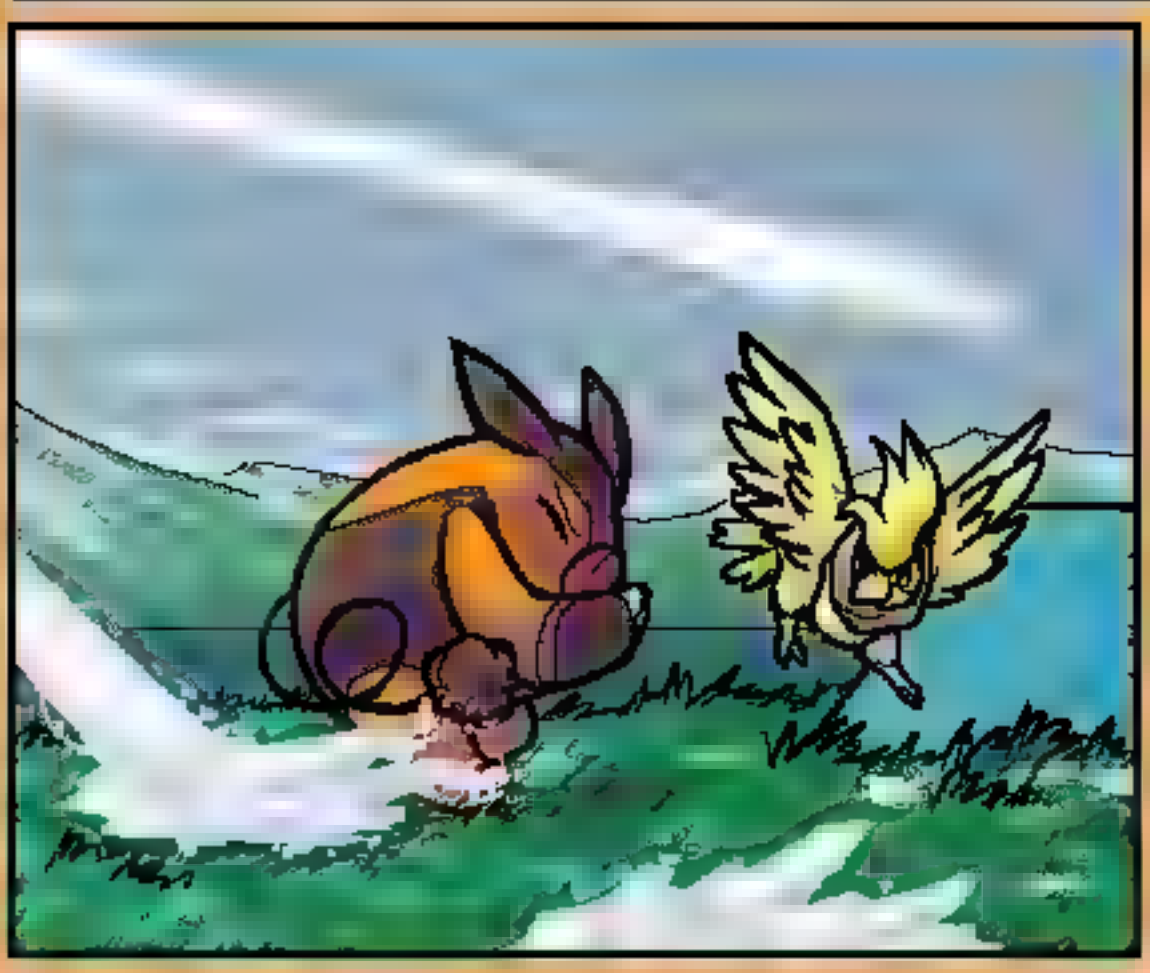


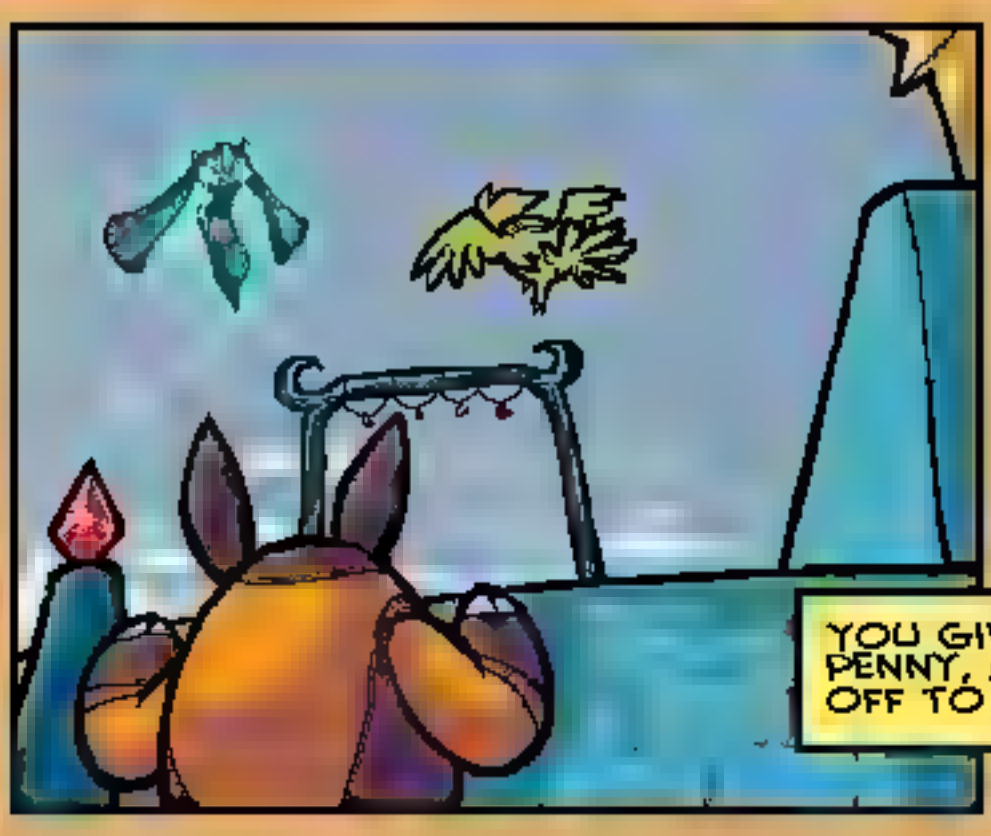


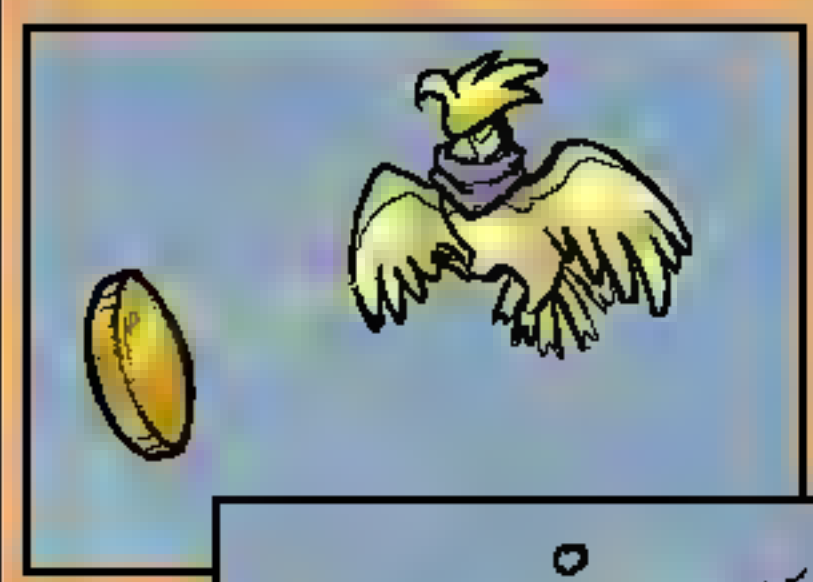


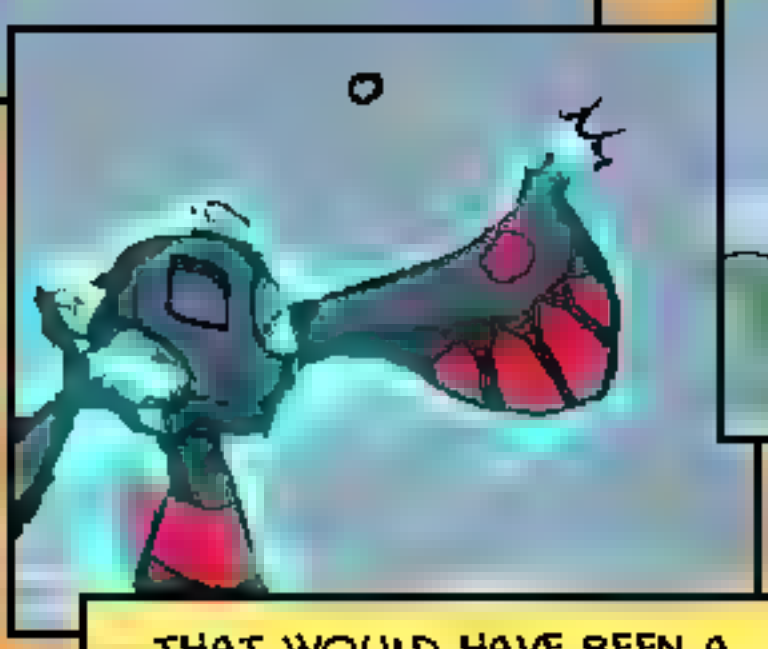
>Rova. It looks like the shrine has a spot for the Heart of Fire. Try putting it there.

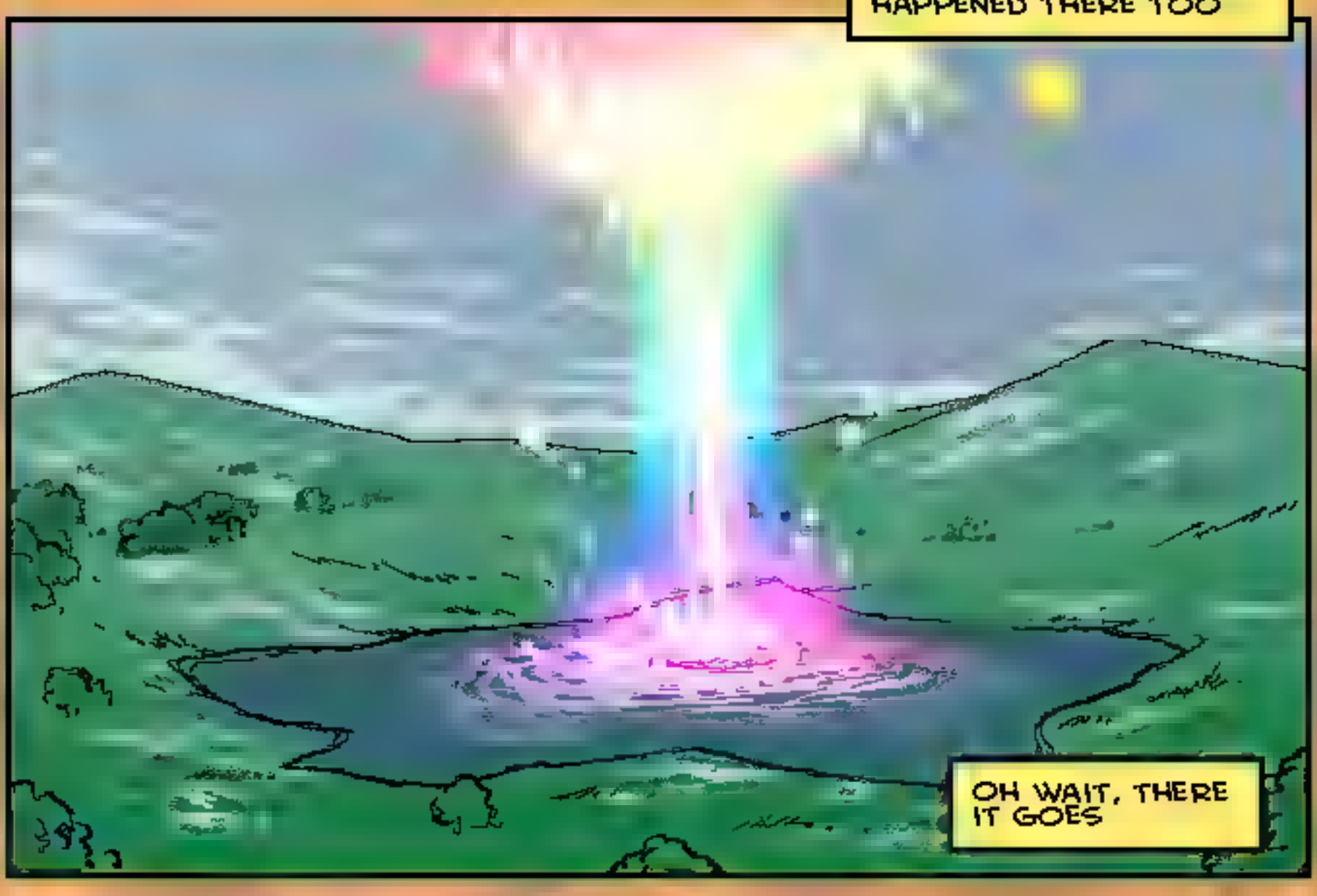
>Sandy. Distract Silvertears by blinding her again with the penny.

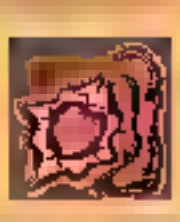






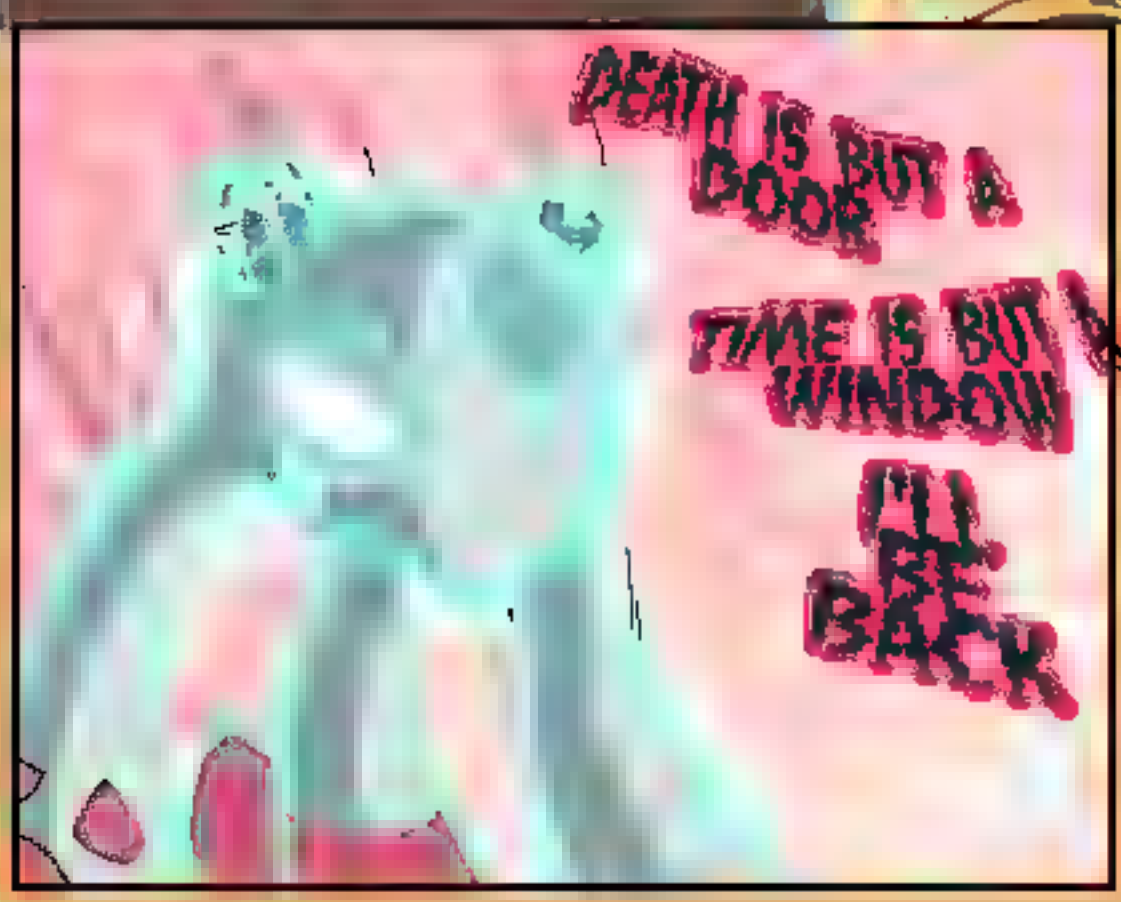


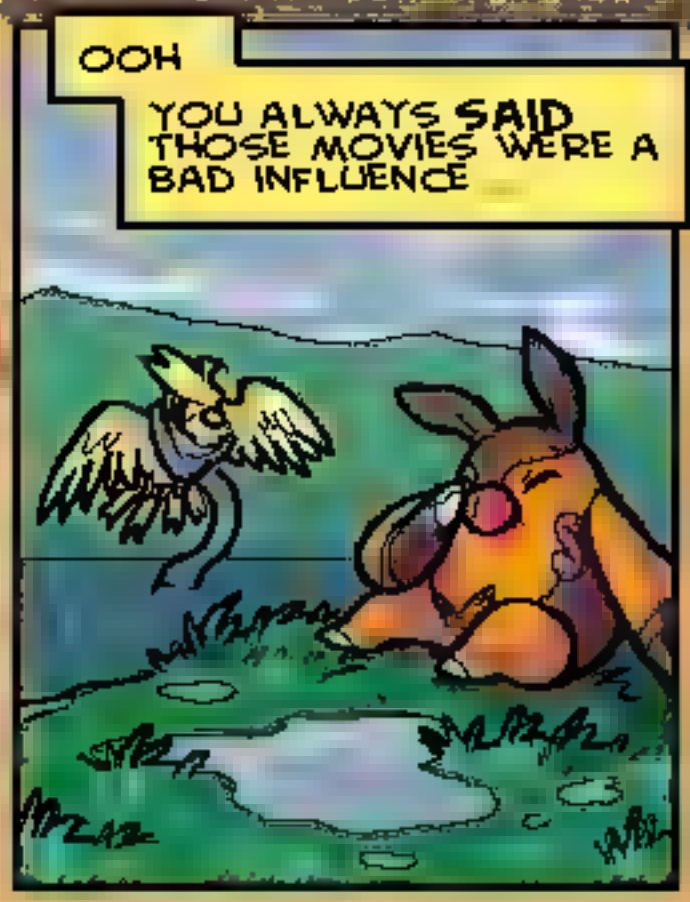




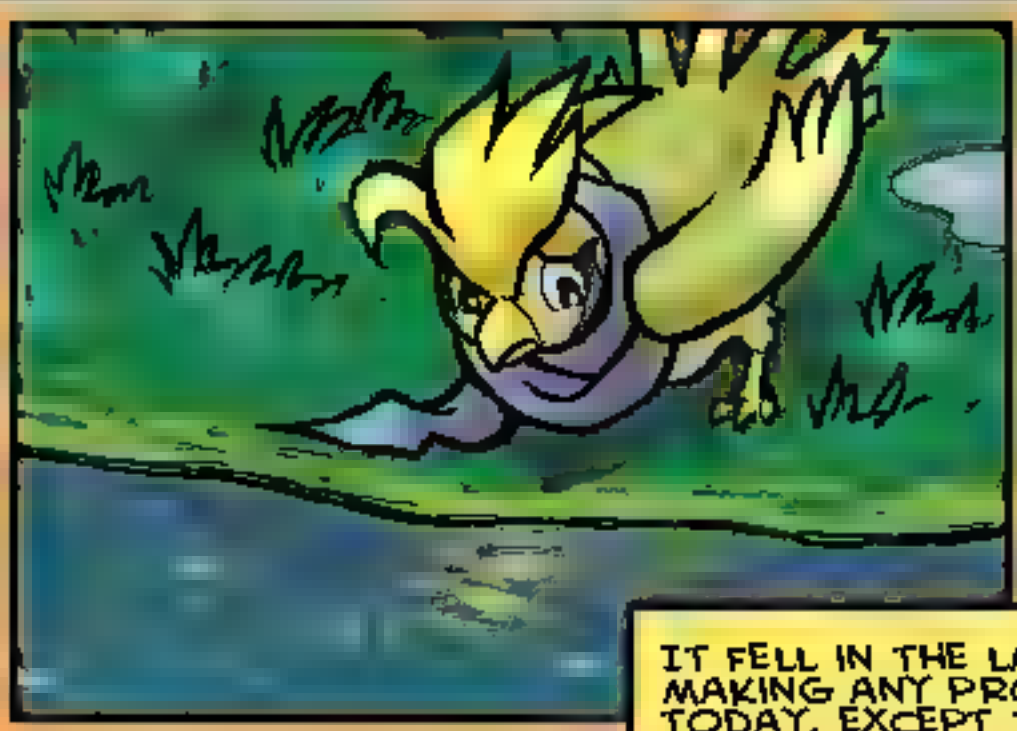
Rova
Level 1 fighter
s.move: BULLRUSH

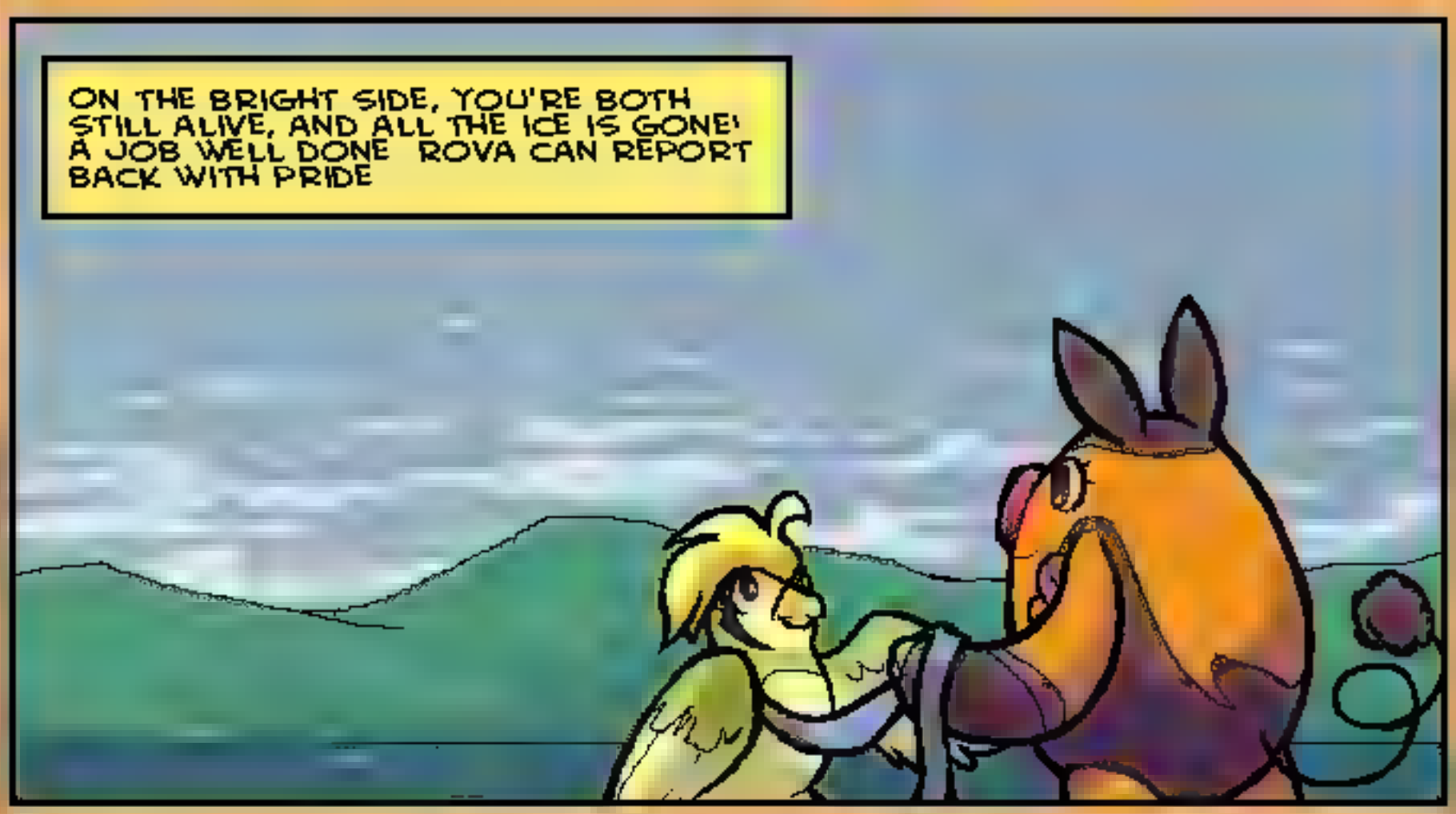
episode 1 heart of fire





>Sandy. If you're not dead go look for the penn





Rova
Level 1 fighter
s.move: BULLRUSH

THE FABLED NIGHTSTONE TEMPLE .. SAID TO BE FULL OF PRICELESS ANCIENT ARTIFACTS. YOU'VE BEEN SEARCHING FOR IT FOR SO LONG

YOU THOUGHT YOU MIGHT HAVE FOUND AN ENTRANCE HERE IN THE COPPER JUNGLE

BUT ALL YOU'VE ACTUALLY FOUND SO FAR ARE ZOMBIES

YOU ARE **NOT** HAVING A GOOD DAY

>There's a key hanging on the wall. Get it and try to unlock the doors.

IT'S A SMALL GOLD KEY, THE TAG SAYS:

"PRIVATE STASH"

Private Stash

PROCESSING INCOMPLETE

UNFORTUNATELY, THE VERY SOLID LOOKING DOOR HAS NO KEYHOLE, JUST THAT FLASHING SIGN

THIS KEY MUST GO WITH SOMETHING ELSE

>Let's start by reading the tags.

DEZOMBINATE

GOOD CALL

THE BIG LABEL SAYS "DEZOMBINATE", WHICH SOUNDS VERY HOPEFUL.

Off

Coarse

THERE ARE FOUR SETTINGS:

OFF, COARSE, MEDIUM, EXTRA-FINE

>Stab the bone into the broken lever's spot and pull down.

SOUNDS LIKE SOMEBODY'S GOTTEN HOLD OF A WALKTHROUGH... YES, THE LEVER'S BEEN REMOVED, BUT THE LONG BONE LOOKS LIKE IT WOULD FIT!

SO, WHAT SETTING?

EXTRA-FINE IT IS!

WELL, THAT'S THE **THIRD** WORST THING YOU'VE EVER SEEN

PROCESSI
COMPLETE

>Grab the rope and the rock on the shelf. They might be useful.

PICKED UP **COIL OF ROPE** AND **RED ORE CHUNK** BEFORE GOING THROUGH

THE DOOR CLOSED TIGHTLY BEHIND YOU

>Check that rectangle shape at the top of the door
>Take the cleaver. It may be useful as a weapon

LOOKS LIKE A SLIDING HATCH IT DOESN'T SEEM TO OPEN FROM THIS SIDE

ADDED **RUSTY CLEAVER** TO INVENTORY

>Cook up some grub

YOU'RE KIND OF **HERBIVOROUS** BUT YOU COULD TRY

OH... OH NO

THE MEAT WAS ROTTEN! IT SMELLS **AWFUL**

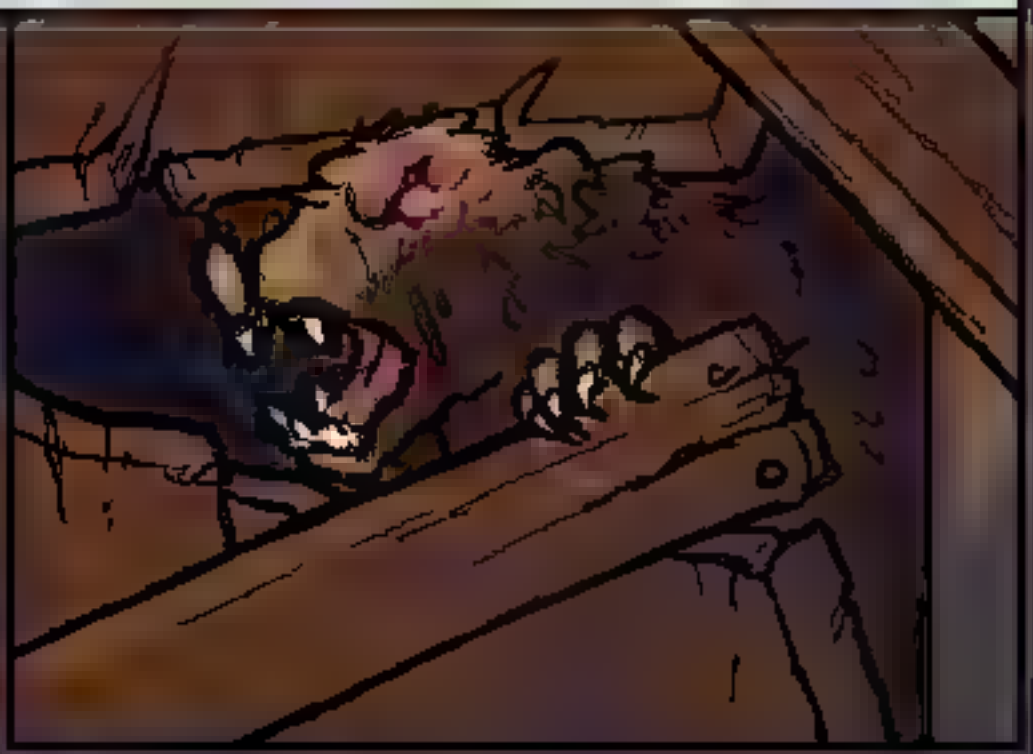
BAM

>Check the trapdoor thing

>Panic

>Hide behind where the door will open, and have the cleaver ready

>Prepare for a BACKSTAB



>skin the zombie dog for just in case you don't find the gold so you still have something

UNFORTUNATELY, YOUR BUTCHERY SKILL IS BARELY NOVICE LEVEL.
AND IN ANY CASE, IT'S USELESSLY ROTTEN

>check if there are other zombies behind the door

THERE'S NOTHING HOSTILE THAT YOU CAN SEE.

LOOKS LIKE THE ZOMBIE RAN OUT OF THIS ROOM

IT'S VERY DARK IN HERE

>inspect the black box | safe ? | behind one of the crates

CAN'T GET AT IT WITHOUT SHIFTING THAT HUGE CRATE THOUGH, AND IT'S TOO HEAVY FOR YOU TO MOVE

HEY, IT DOES LOOK LIKE A SAFE

CURSE THESE LITTLE FLAPPY HANDS!

>Get the Kirlia's attention by saying, "HALT THEE PSYCHIC ART THO FRIEND OR FOE? Then do a silly dance

>Tell the scared pokemon on the shelf that the zombie dog is taken care of

SHE'S NOT SURE WHAT TO MAKE OF ALL THAT, BUT YOU GET HER ATTENTION

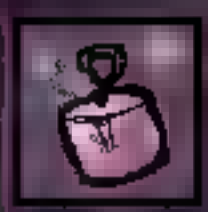
YOU BRAG A LITTLE

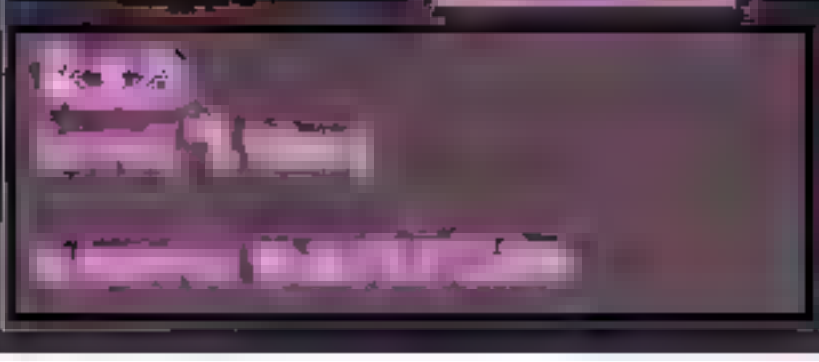
YOU'RE NOT SURE SHE BELIEVES YOU, BUT YOU DEFINITELY HAVE HER ATTENTION NOW

SHE SAYS HER NAME IS KYR

>Roll a barrel over and tip it upright so she can get down

KYR IS HAPPY TO MEET A FRIEND





>kid help k r down, then Inspect t t ack rectangle on the wall
nder k r s shelf

SUAVE/10

.. IT'S JUST A HOLE WHERE THE SHELF SUPPORT USED TO BE IT DOESN'T LOOK INTERESTING

>k r, tr to mo e the box awa from the safe with your psychic power

>tr and see if that ke can open the safe

KYR DOESN'T REALLY HAVE ANY SPECIAL POWERS TO SPEAK OF, BUT SHE IS WILLING TO HELP SHIFT THE CRATE!

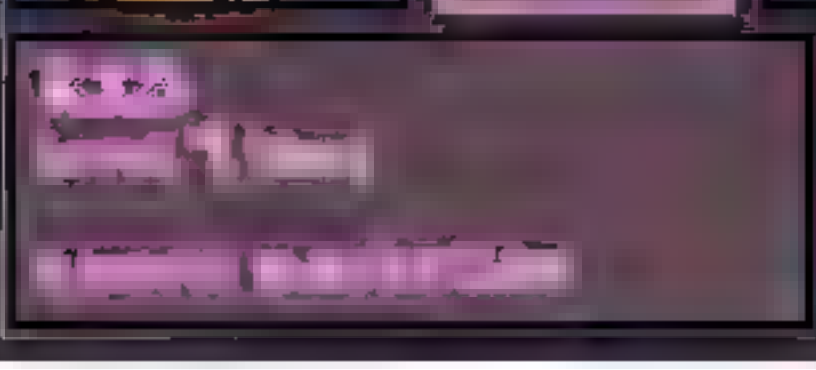
HOW ODD

ADDED AN EMPTY BOTTLE AND GREEN ORE CHUNK TO INVENTORY

>Smash open some of the barrels crates to see if there s an thing worthwhile to steal borrow

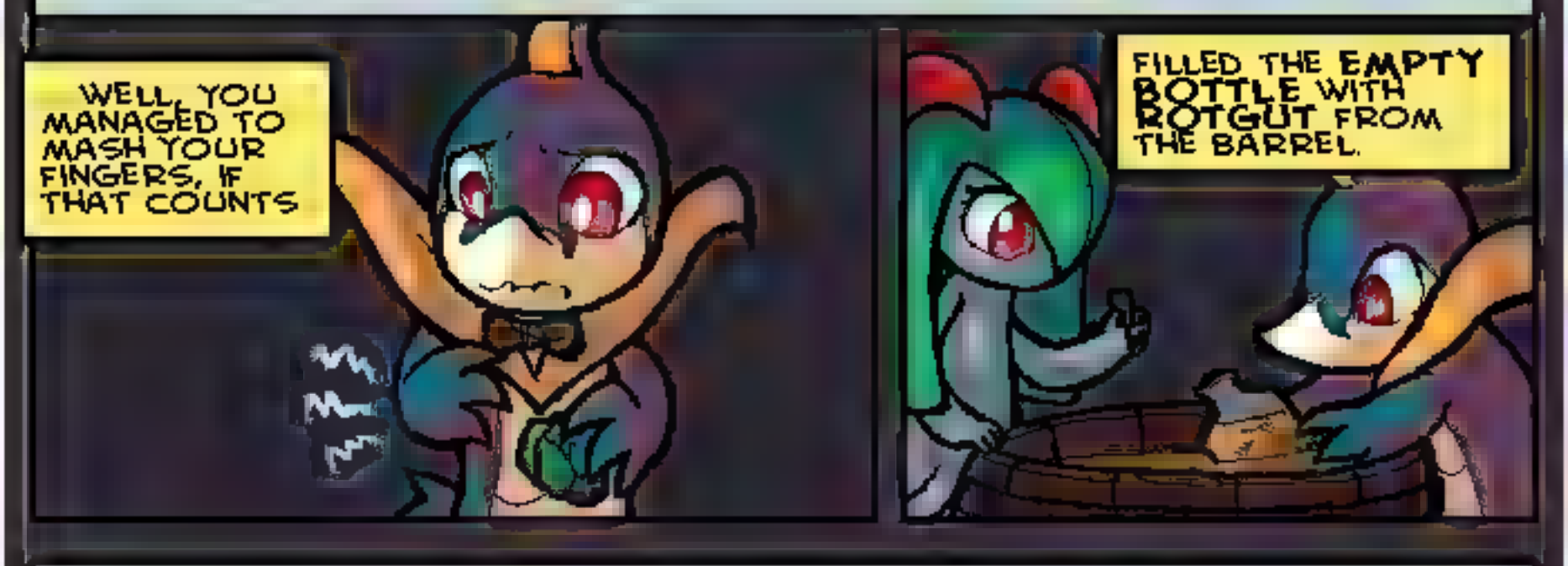
MANAGED TO OPEN A BARREL

SMELLS LIKE REALLY STRONG WHISKY IT'S NOT VERY NICE



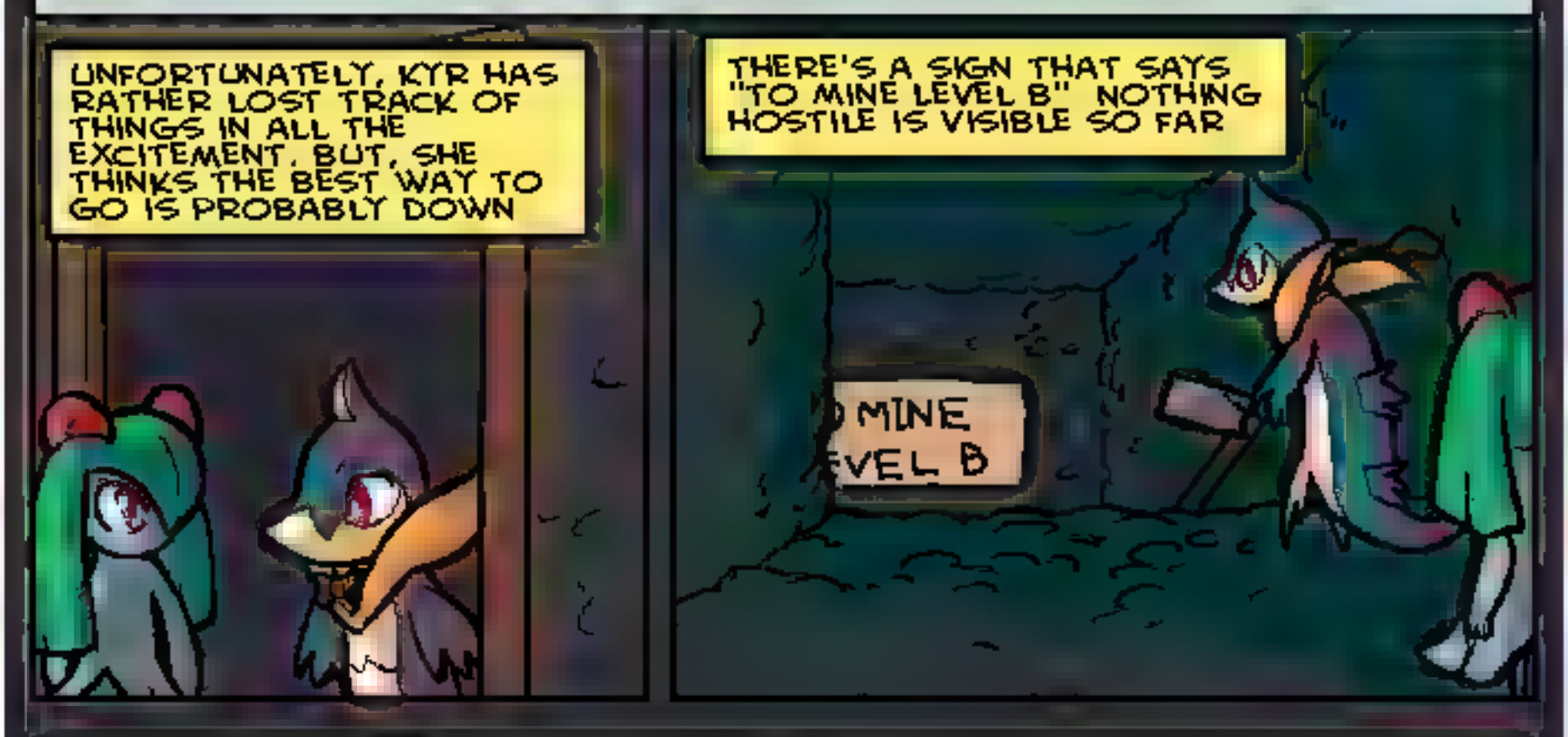
>Try hitting the ore chunks together. Maybe something will happen

>Fill the empty bottle with some of that whisk



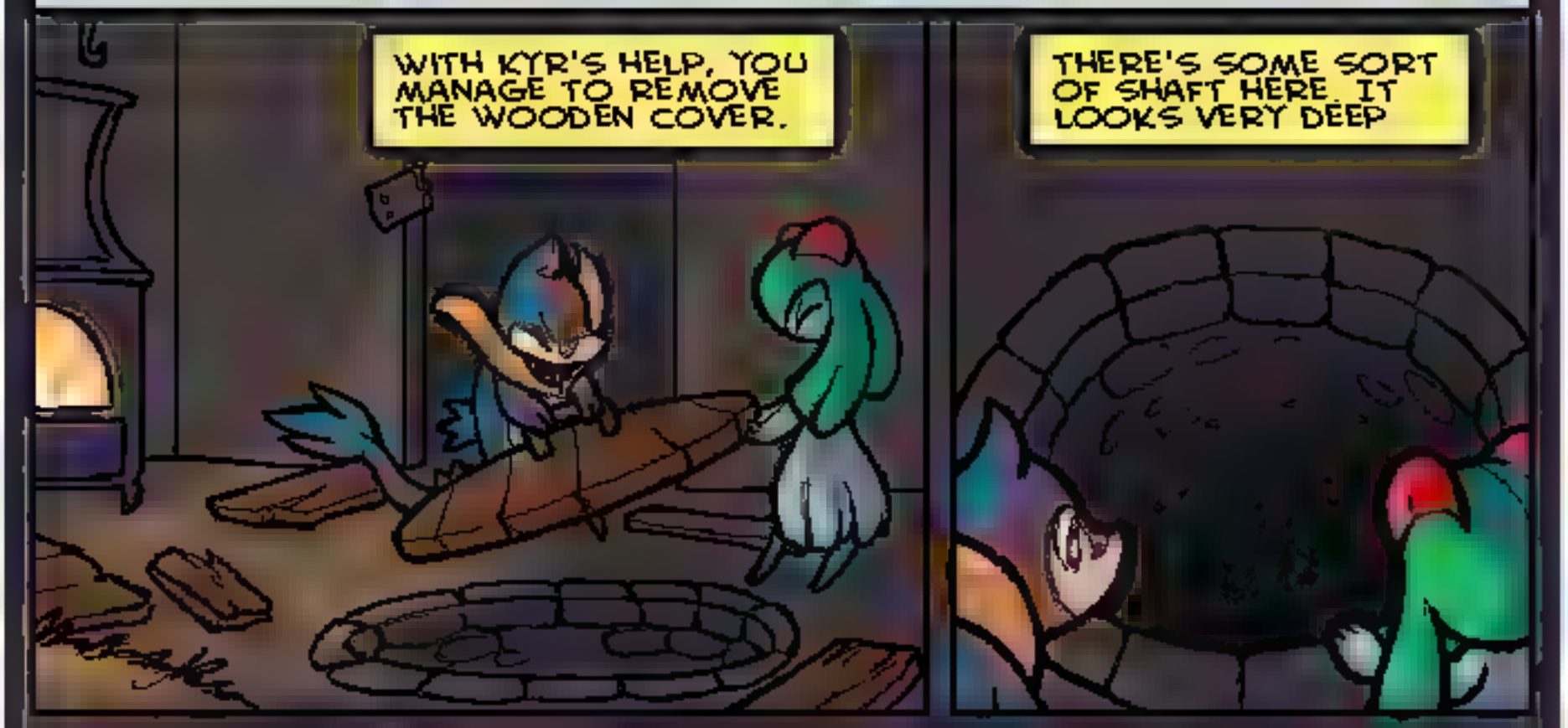
>Ask Kyr if she knows how to get out

>Check those damn stairs before something comes to kill you

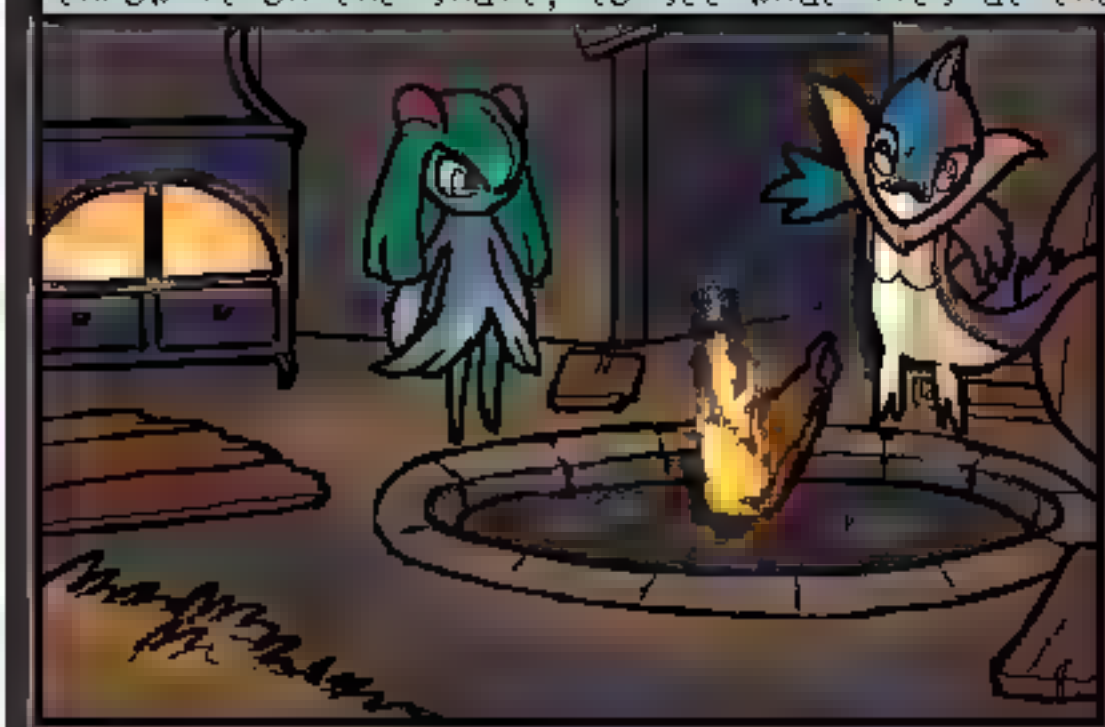


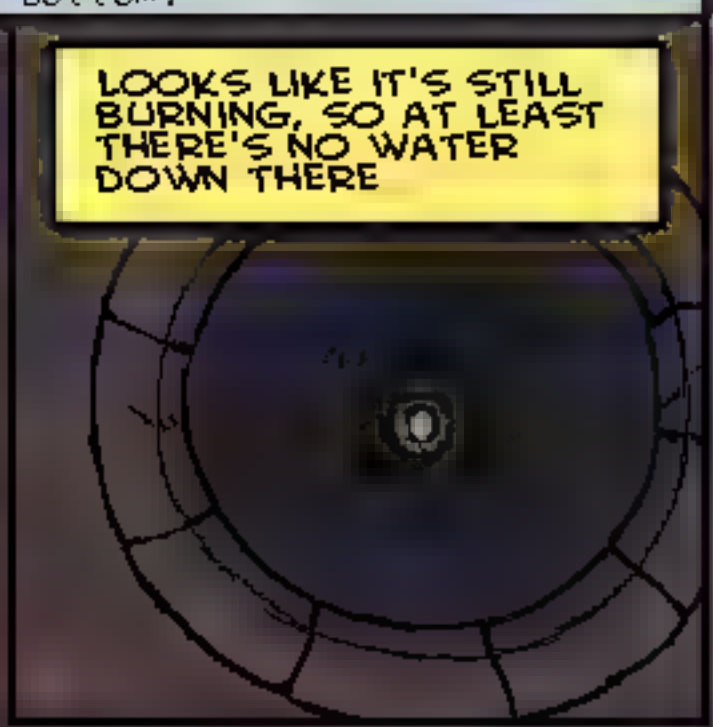
>go back to the other room and see if you can find another exit

>Open the trapdoor from the other room



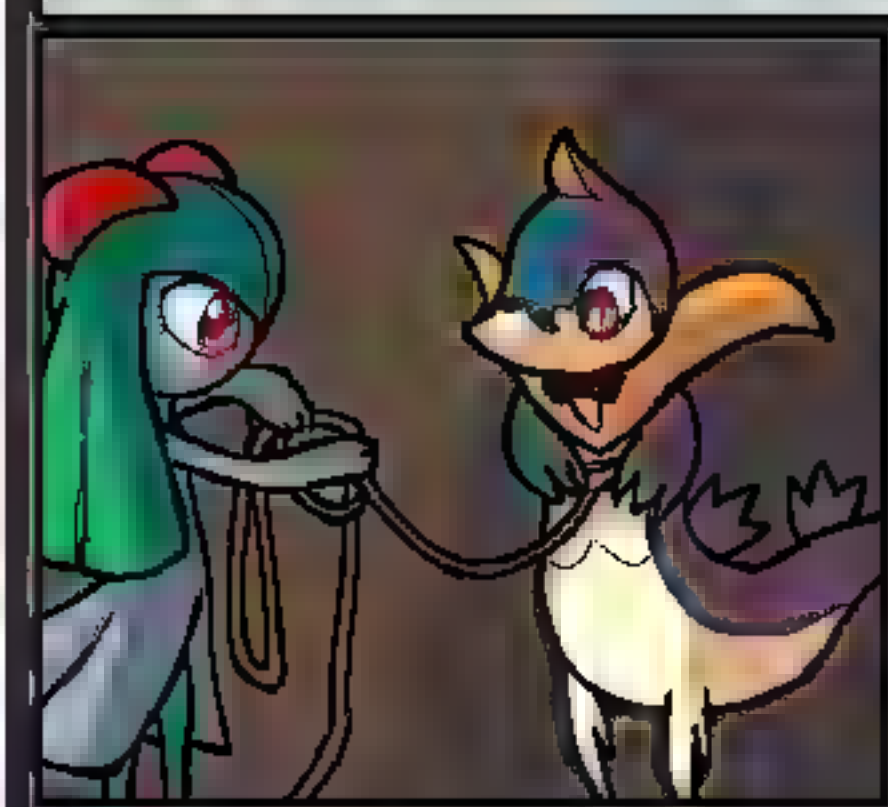
>make a torch with one of the piece wood from the broken door and throw it on the shaft, to see what lies at the bottom.

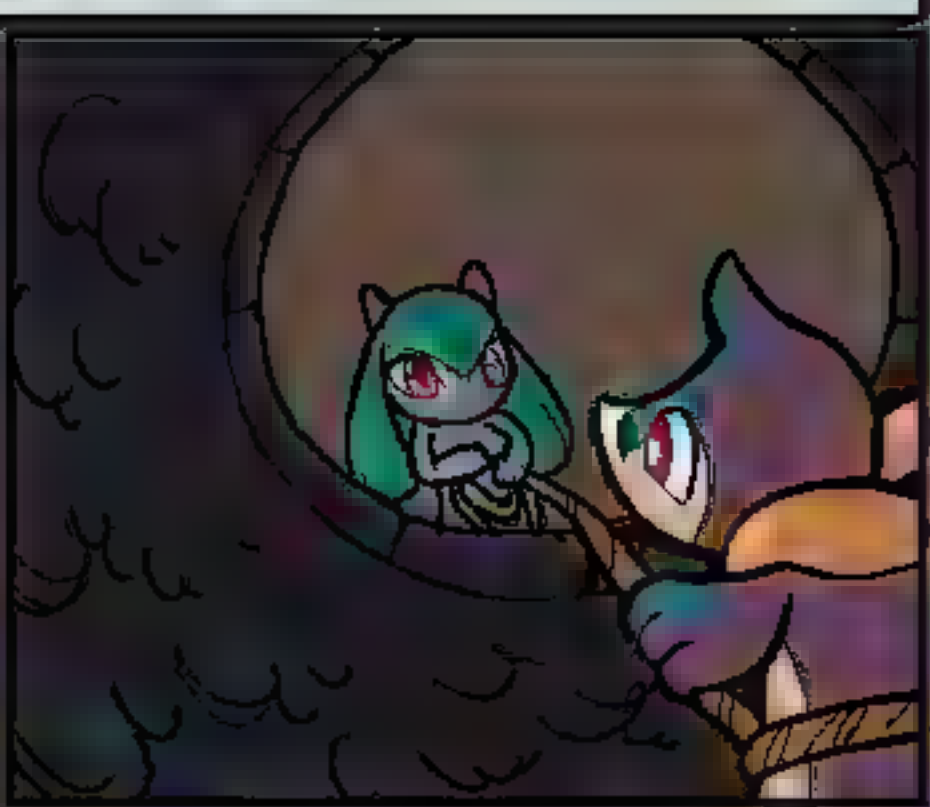




>use the rope to climb down the shaft and see what's there

>let k r hold the rope, and investigate the ab ss





> Quick get a hold on those rocks

STUPID FLAPPY HANDS!

OW

KYR IS CALLING YOU. SHE'S SO SORRY! THE ROPE JUST BROKE WITHOUT WARNING

IT MUST HAVE FRAYED ON THE ROCKS OR SOMETHING

IF YOU STAY PUT, SHE'LL TRY TO FIND A WAY TO HELP YOU

...AT LEAST YOU DIDN'T LAND ON THE TORCH

BUT WHAT'S THIS?

>Examine the spear like object with your thief's eye
> Unequip rusty cleaver, equip Emerald Lance. Thing

PUT THE CLEAVER AWAY FOR NOW

YOU'RE NOT SURE WHAT THE SPEAR IS MADE OF, BUT IT'S VERY LIGHT AND **VERY** SHARP

YOU WOULD GUESS IT'S QUITE VALUABLE

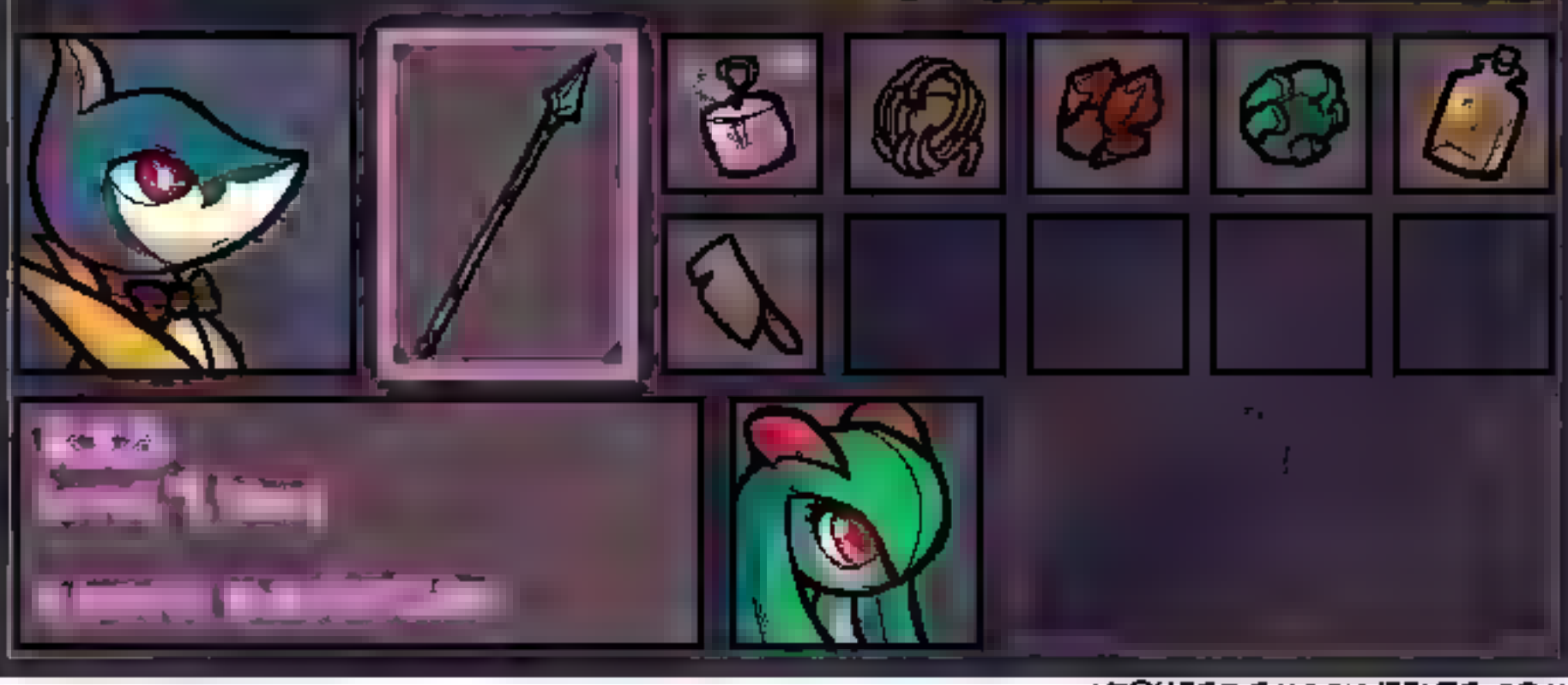
>Let her know you're okay

HMM... NO RESPONSE

SHE DID SAY SHE WOULD TRY TO FIND SOMETHING TO HELP... PERHAPS SHE'S OFF LOOKING

>Look. There's light coming from that hole in the wall. Examine it

OH! THE WALL IS QUITE THIN HERE. IT LOOKS LIKE THERE'S ANOTHER AREA...



>se the not sharp end of the spear, ose it thro gh the hole, and nudge the boot Gentl

>se the clea er to break the wall

BUT THERE'S NO "BOOT" THAT KID CAN SEE

HEEERE'S JOHNNY!

>See if you can grab one of the blue rocks

OH THAT BOOT

THE CLEAVER IS PRETTY MUCH RUINED EASY-COME, EASY-GO

YOU LOOT A LOOSE PIECE OF THE BLUE ORE

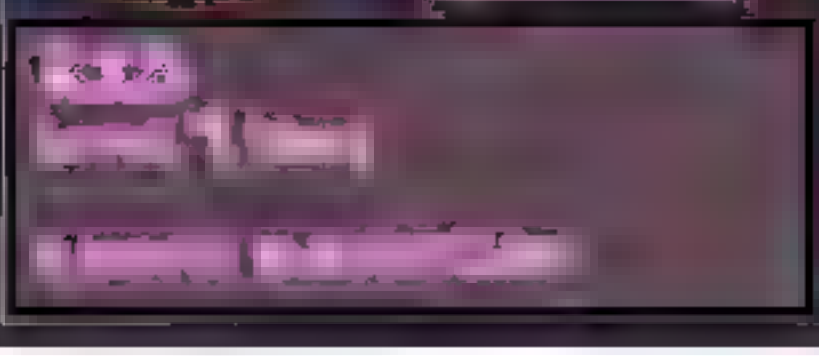
>examine the area beyond the hole

KYR JUST ARRIVED

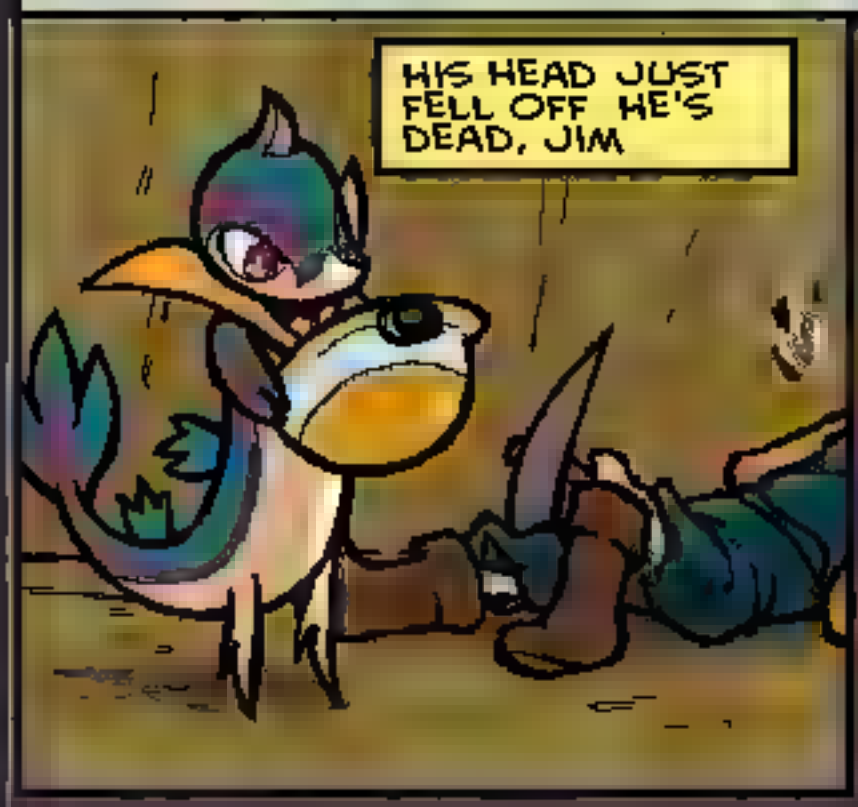
CAUTION

LANTERN CHEMICALS ARE VOLATILE

SHE LOOKS SURPRISED, BUT PLEASED TO SEE YOU



>Make sure the body is really lifeless and if it is take the hat



>Take that journal out of the dead persons pocket and read it

...nd. One in particular is o
...remarkable. How they could
produce such a material, so
incredibly strong and light, wit
the technology they had avail-
able... the secret must be in the
ores. I'm certain. But we've been
unable to translate the writings
so far.

Boss took charge of it to keep it
safe. I don't trust these
workers. Especially that foreigner
in the gray... he's not what he
seems. I'm sure of it. And he
knows more about the ancient
writings than he's letting o...

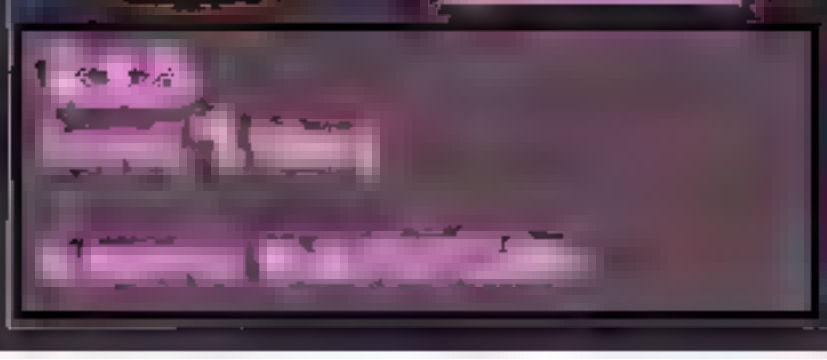
...chy.. tasty.

There was another fight today, and
Tovish is dead. They were fighting
over IT, but they don't realize they'll
never get IT. I broke into the boss's
office and stole IT last night. I threw
IT away where nobody will ever find
IT. Nobody knows what I did, not
even Boss. I can't even trust him
any more. Things are falling apart.

I haven't seen the stranger for so
time. He went into the lower level
and never came back. I don't know
what he can be up to, but it's
...thing good.

...off the lower levels. As
long as the gate holds, it should be
all right. There are only a few
upstairs, and they can be dealt
with.

Where did they come from? Why
don't they stay dead? I think boss
might have been right after all... IT
is the only way to stop this. I
must get IT back. But I can't
reach IT from upstairs. I think I
know where the bottom of t
hatt will come out... I'm so
ad tired, but I have to find
rength somehow...



>take the dead guy's pickaxe. It would make a very effective weapon

>give Kyr some pants

IT MIGHT WELL BE A GOOD WEAPON, IF EITHER OF YOU COULD LIFT IT

KYR ACCEPTS NEITHER THE PANTS NOR THE HAT. EW

>carefully check out the grate. Open it if you can

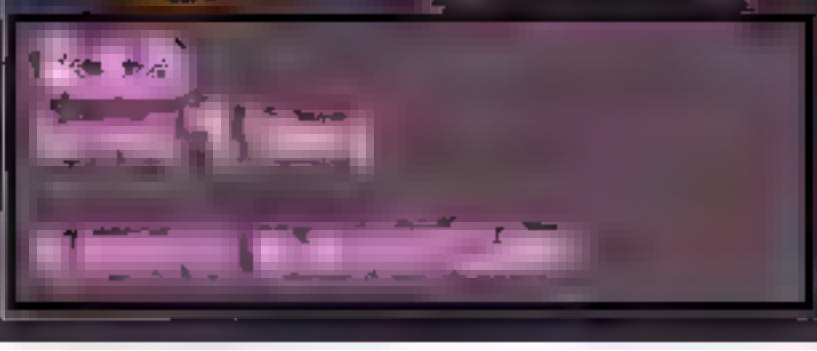
HMM

IT'S ON HINGES, BUT THERE'S A STURDY LOOKING PADLOCK

KYR THINKS SHE MIGHT BE ABLE TO HELP HERE

SHE FOUND A KEY UPSTAIRS SOME TIME AGO. SHOULD WE TRY IT HERE?

CAUTION
LANTERN CHEMICALS ARE VOLATILE
KEEP AWAY FROM FLAMMABLE MATERIAL



>Remo e the metal part of the pickaxe, and bring the shaft A staff can always come in hand.

DUAL-WIELDING LIKE A BOSS

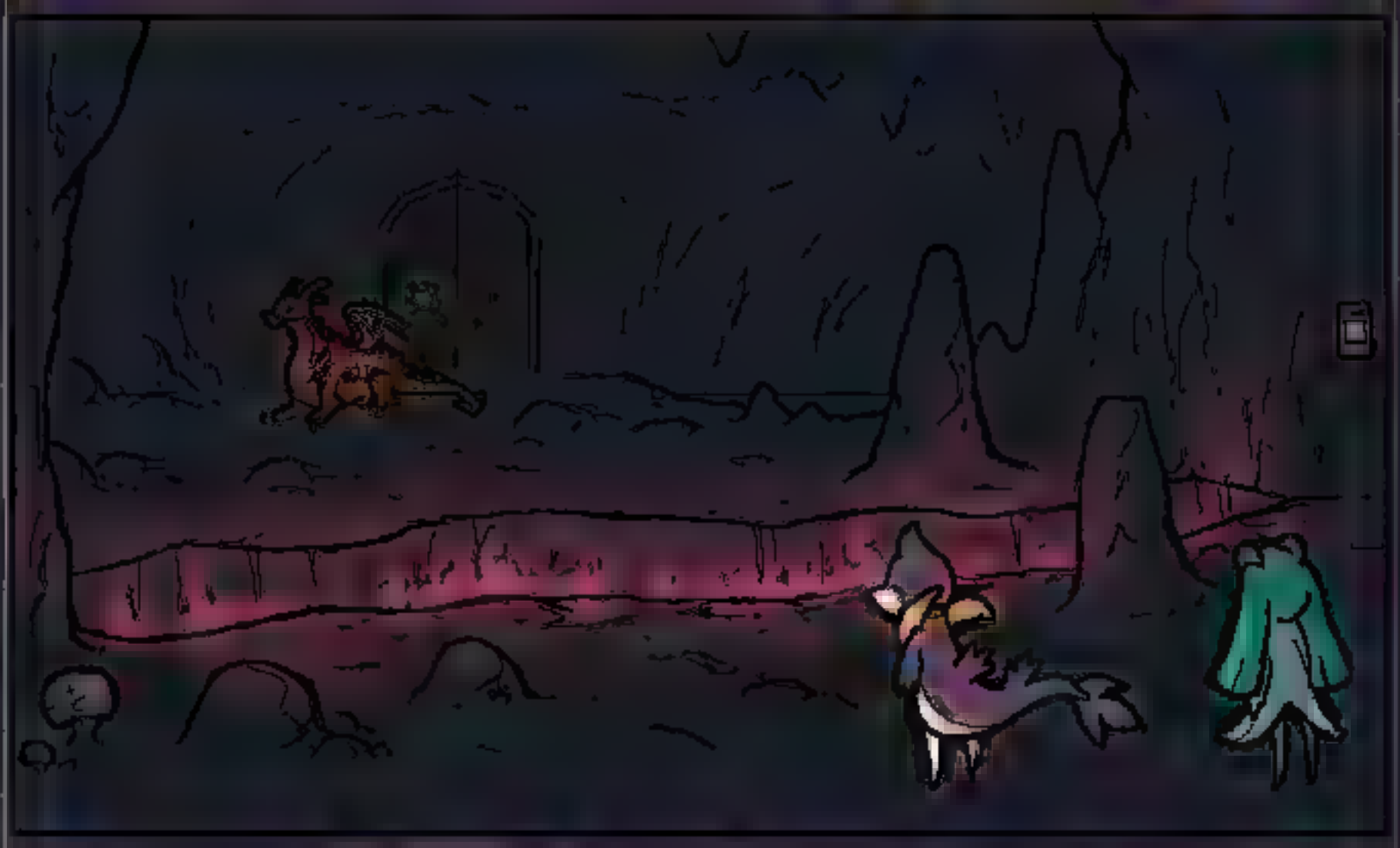
ALTHOUGH .. IT WILL BE KIND OF HARD TO HOLD ONTO BOTH GAVE THE PICKAXE HANDLE TO KYR

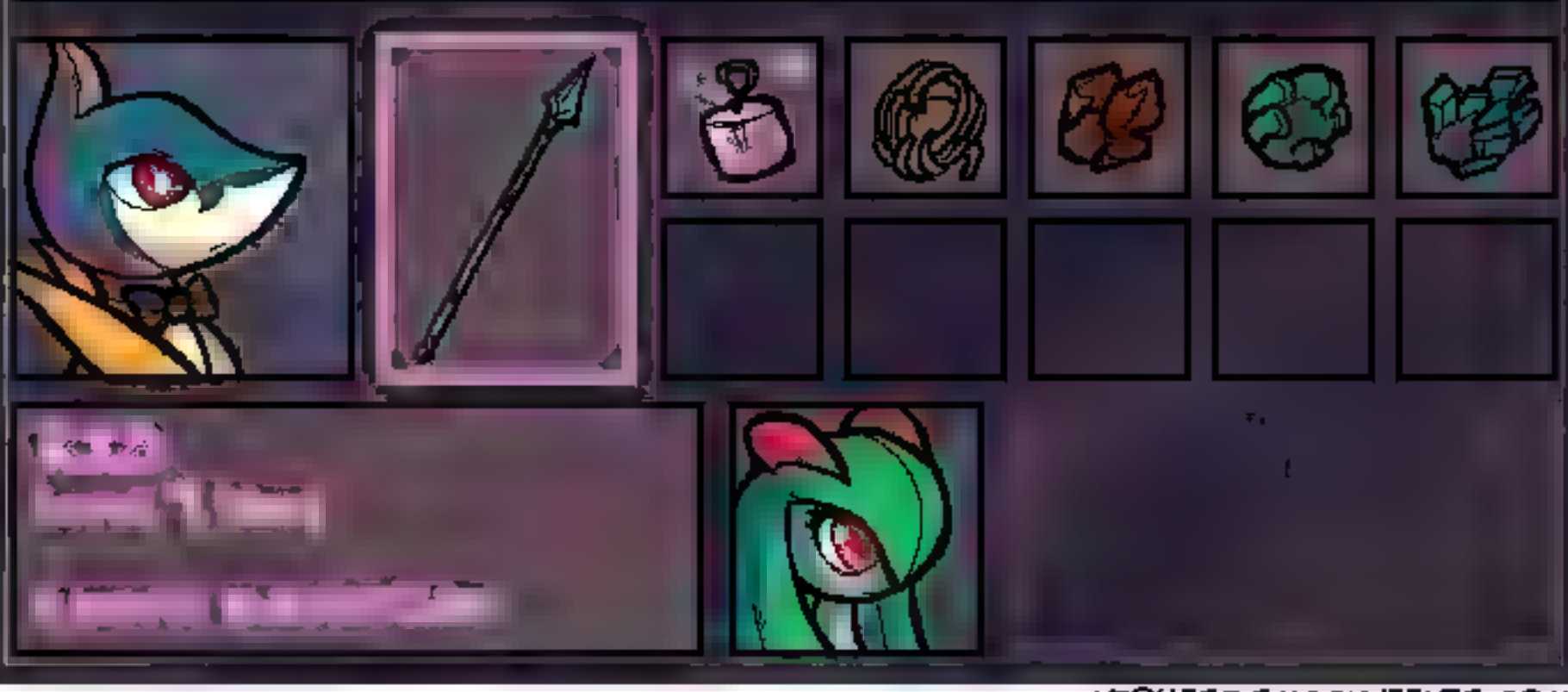
CAUTION

>toss the bottle of rotgut thro gh the grate, then one of the lanterns

HOLY CRAP!

WELL, NOT MUCH POINT TRYING KYR'S KEY THOUGH IF THERE WAS ANYTHING HOSTILE IN HERE, IT'S GONE NOW ..





>Is that a fire alarm? For real?

>seduce mushroom

WELL... THE WRITING DOES SAY "FOR FIRE, BREAK GLASS".

YOU CANNOT "SEDUCE" IT. IT'S A **MUSHROOM**. ALSO, IT'S LEAKING FOUL-SMELLING GOO

...TOOK IT ANYWAY

>kid: look if you can use the rope to make a bridge between the rocks

THERE'S ENOUGH ROPE LEFT IN THE COIL TO DO THAT, YES

>Observe the dragon before engaging

IT'S HARD TO TELL FROM HERE, BUT IT SEEMS LIKE IT CAN'T SEE VERY WELL

HOWEVER, IT'S CLEARLY A ZOMBIE, AND IT'S PROBABLY NOT GOING TO BE FRIENDLY

>Use your stick to break the glass

NOTHING HAPPENED

THERE WAS SOMETHING INSIDE .. LOOKS LIKE A WHISTLE

>Throw smoke bomb at dragon

THIS MIGHT BE ABOUT TO BACKFIRE ON YOU. NOW YOU CAN'T SEE VERY WELL EITHER

>kid: Blow the whistle

HA HA HAA...

"BREAK GLASS FOR FIRE"...

YOU GET IT NOW FUNNY JOKE

>Sneak past dragon

PROBABLY NOT AN OPTION AT THIS POINT. IT'S ALERT AND LOOKING FOR YOU

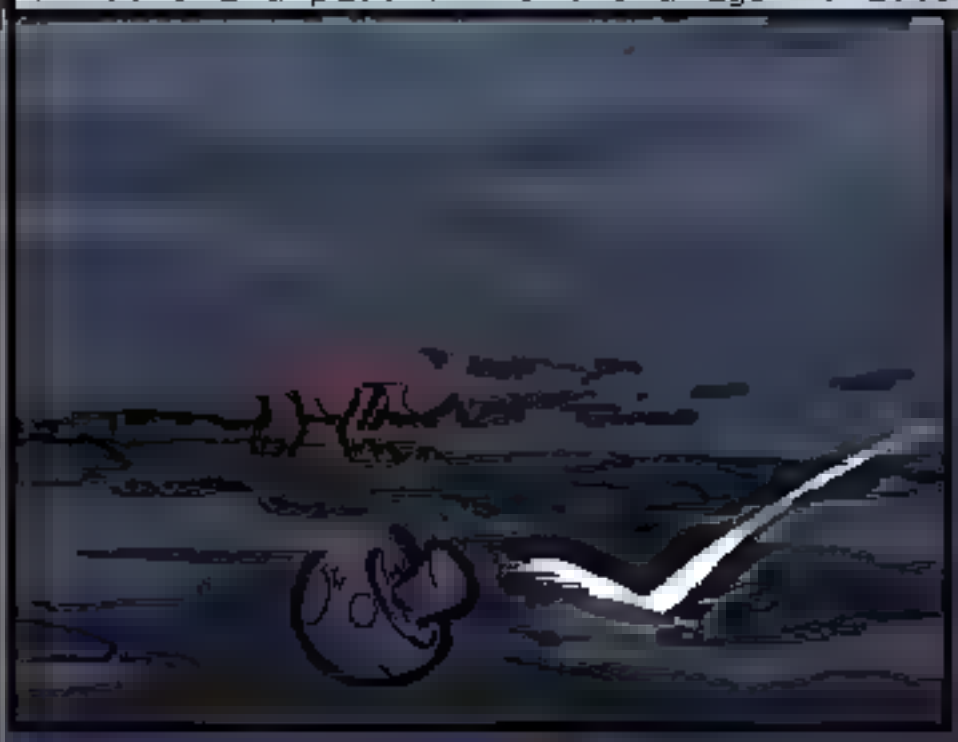
>The mushroom smelled really awful, right? Maybe the dragon won't notice you if you use the mushroom's scent to mask your own

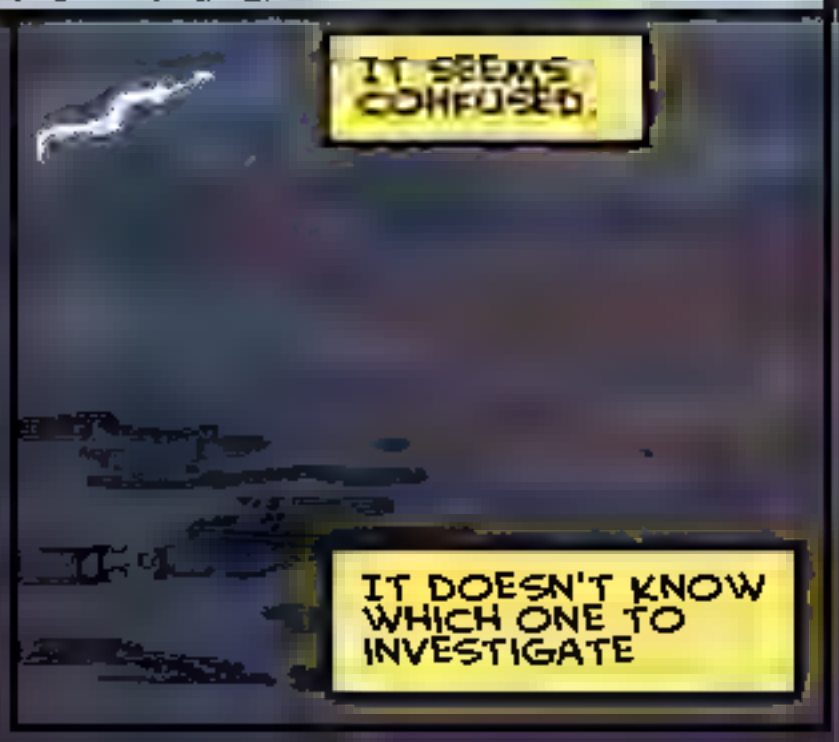
THIS MAKES A HORRIBLE AMOUNT OF SENSE

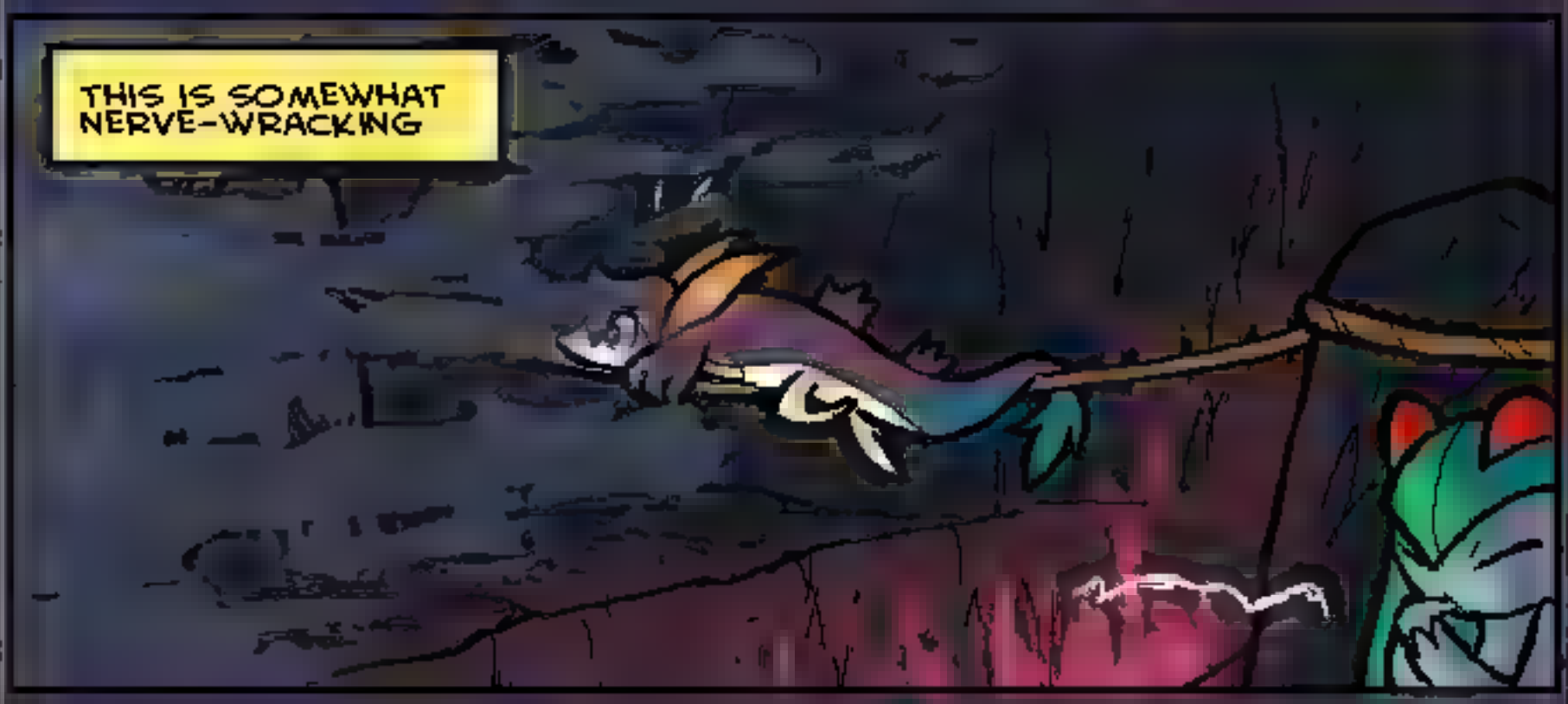
THOUGH COME TO THINK OF IT, MAYBE BURNING TO DEATH WOULDN'T BE SO BAD AFTER ALL

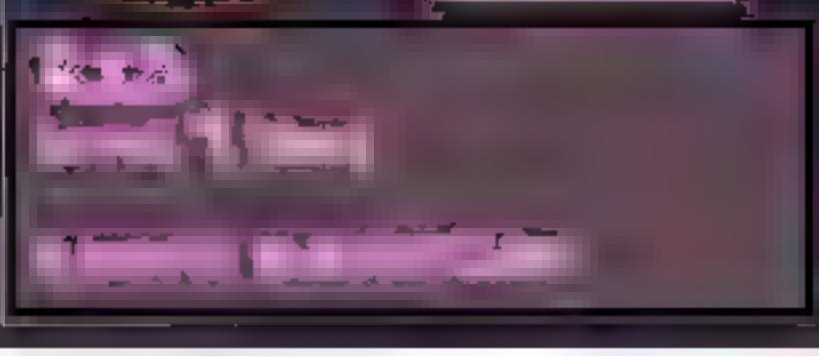
>Throw the mushroom at the dragon so it's distracted from your smell

>Give her the whistle, and get away from her. Ask her then to blow the whistle and pass while the dragon's attention is drawn









>That spear is glowing AND it's super sharp... use it

OKAY, THIS THING CLEARLY HAS SOME **INSANE** BONUSES AGAINST ZOMBIES

>Take back the spear, and investigate the dust. There appears to be a shiny blue shard.

THAT'S ODD. THERE IS A SHARD HERE

IT LOOKS LIKE THE SAME STUFF THE SPEAR WAS MADE OUT OF

>where is Kyr?

IT WASN'T KYR'S FAULT

THE PEA FELL OUT OF THE WHISTLE

AND BY THE TIME SHE FOUND IT, YOU'D WON

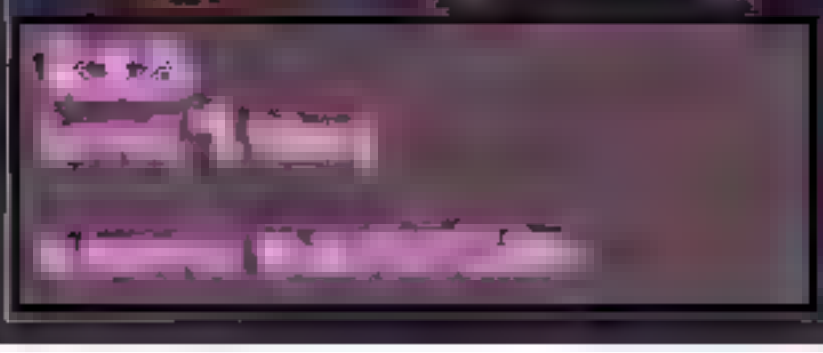
OKAY, LET'S JUST CALM DOWN AND...

WAIT

THIS... ISN'T THIS?

YES!

THIS IS WHAT YOU CAME HERE TO FIND... THE DOOR TO THE NIGHTSTONE TEMPLE



>Sho e the red rock in the green spotted hole

SOME PEOPLE JUST WANT TO WATCH THE WORLD BURN

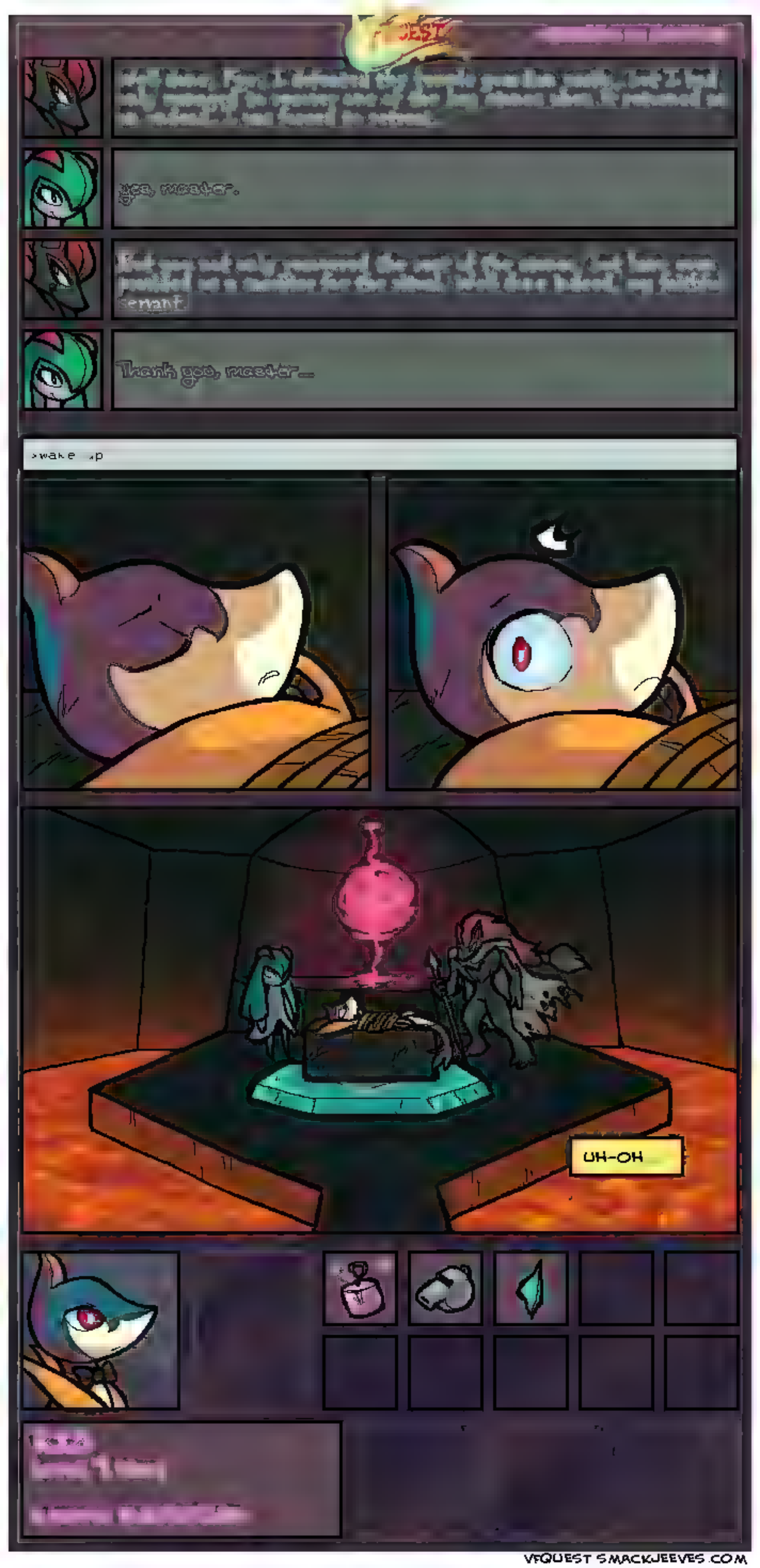
NOTHING HAPPENED MAYBE YOU SHOULD TRY IT ANOTHER WAY

>Place the stone ores into the same colored slots

THE DOOR IS OPENING

THIS IS IT YOU'VE REALLY FOUND IT

THE --


QUEST
Yes, master.
servant.
Thank goo, master...
>wake up
UH-OH

>kid. Get them monologuing

ZEPH IS HAPPY TO EXPLAIN THINGS TO YOU.

OF COURSE, **HE** IS THE ONE WHO TIPPED THE MINING COMPANY OFF TO DIG HERE, KNOWING THEY WOULD UNCOVER THE TEMPLE

THE ENTITY WITHIN THE TEMPLE CAN GRANT POWER OVER LIFE AND DEATH THAT IS THE TRUE TREASURE

WITH THAT POWER, YOU WOULD NEVER DIE WHO WOULDN'T WANT THAT?

THERE'S JUST THE LITTLE MATTER OF A **SACRIFICE** FIRST

>Cut yourself free using the green shard
>use smoke bomb to escape full ninja style

ZEPH IS DISTRACTED
IT'S GO TIME

>BACKSTAB ZEPH

YOU DON'T HAVE A WEAPON--THE SHARD IS TOO SMALL--SO YOU PROBABLY WON'T DO MUCH DAMAGE

BUT YOU'RE TOO ANGRY TO CARE ABOUT THAT RIGHT NOW

>BACKSTAB Zeph, get spear, beat k r using spear

DONE, DONE AND

>Take that sphere like a boss

THE LIGHT? YOU PROBABLY CAN'T STEAL THAT, SINCE IT DOESN'T LOOK SOLID--

THERE'S A FACE!

IT LOOKS PLEASED WITH YOU

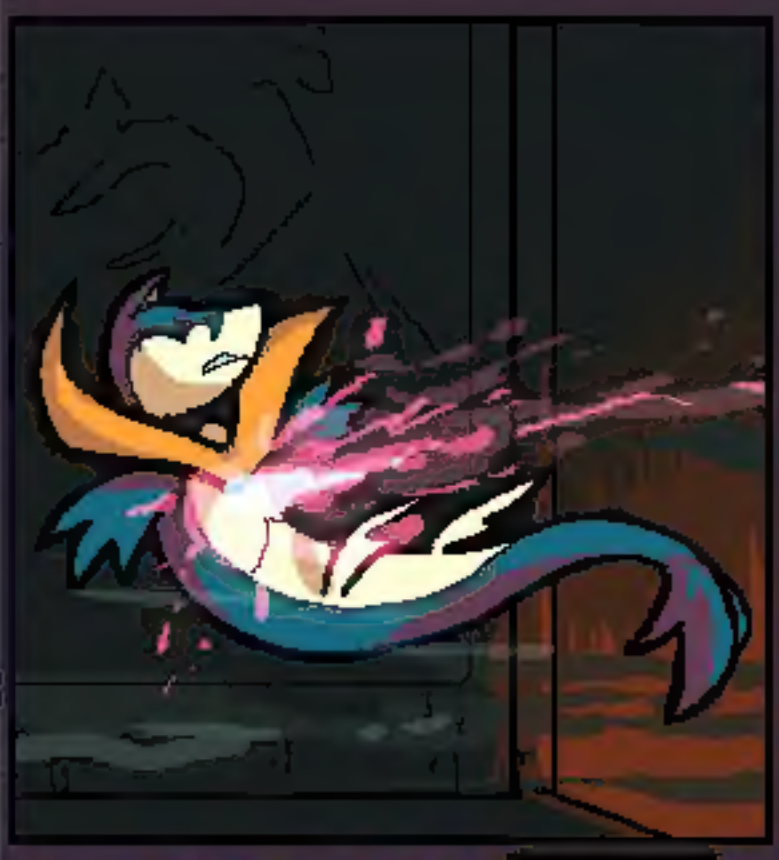
>Run

>Use spear to stab Kyr to sacrifice her to the entity.

>Push Kyr back, take the spear and shard, get the hell out of there.

>Make sure you put atleast 20 holes in each of them, just to be safe.

>Kid: RUN



kid
level 1 thief

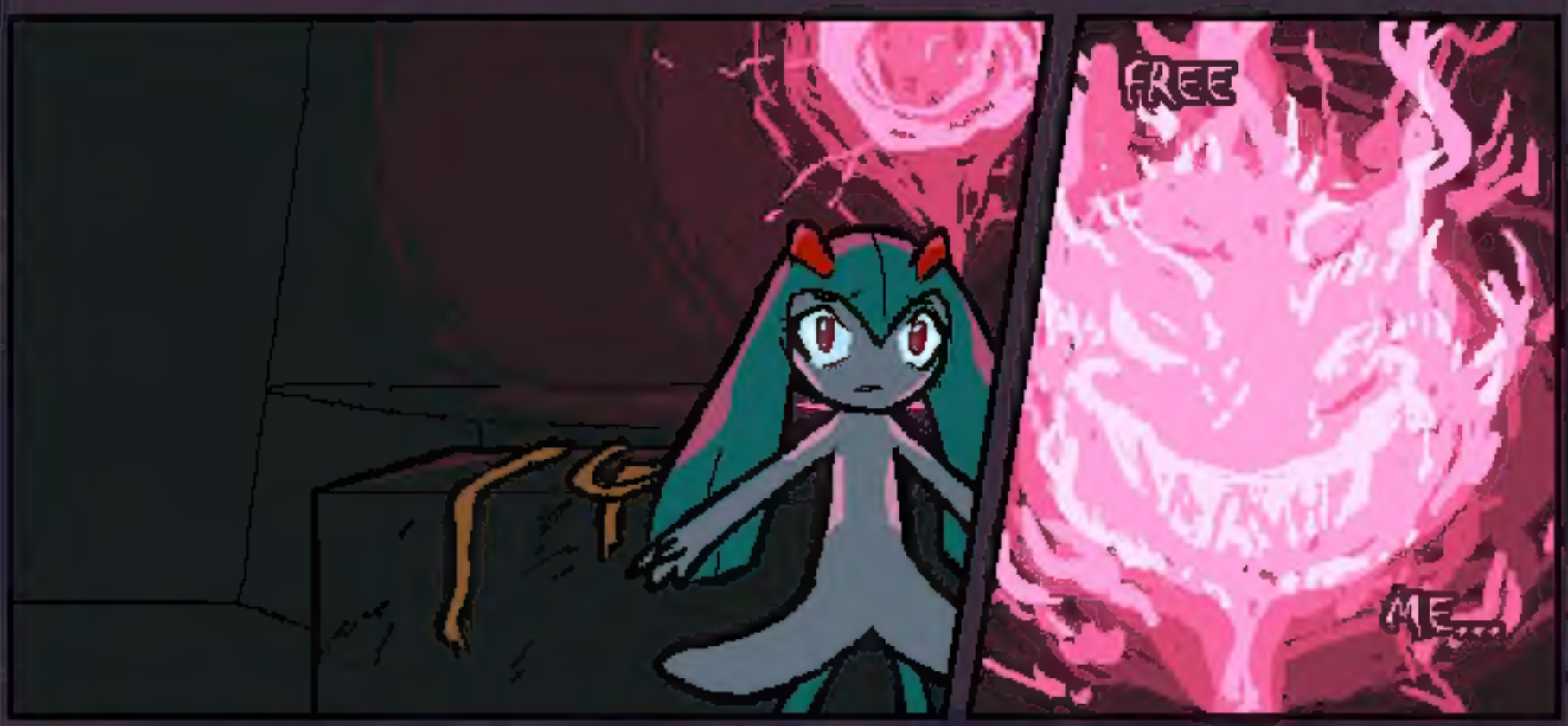
s.move: backstab

>examine the tablet behind Kid for clues. It looks vaguely important.

>accept, and punish Kyr for her treachery

>NOPE NOPE NOPE NOPE NOPE

>Kid: Agree to his proposal
>Kid: Secretly wink to Kyr because you have a plan.



KID
Level 1 thief

s.move: Backstab

>whatever you do do NOT free that thing

RUNNING OUT OF OPTIONS HERE...

HE'S GONNA--!

>KILL ZEPH

YOU HAVE BEEN BACKSTABBED **QUITE ENOUGH** FOR TODAY.

ACCEPTED.

SOMETHING'S HAPPENING! IT **HURTS**!

kid
level 1 thief

s.move: backstab

YOU HAVE GOT TO STOP WAKING UP LIKE THIS.

...HOO, BOY... THAT'S PROBABLY NOT GOOD.

...YOU FEEL OKAY, THOUGH. ACTUALLY YOU FEEL PRETTY GOOD.

YOU DON'T APPEAR TO BE A DAEMONHOST RIGHT NOW, EITHER.

THIS... THIS IS THE PLACE WHERE YOU FIRST GOT IN. YOU'RE OUT! YOU'RE FREE!

YOU'RE ALSO PRETTY MUCH EMPTY-HANDED, BUT AT LEAST YOU'VE STILL GOT THE SPEAR. THAT'S GOT TO BE WORTH SOMETHING.

--WAS THAT A WHISTLE, DEEP IN THE WOODS?

...NO... THERE'S NOTHING NOW. IT WAS PROBABLY THE WIND...

END

kid
level 1 thief

s.move: backstab